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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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Avalon Hill Philosophy Part 64

Nothing, it seems, marches on at the steady, unstoppable pace of inflation. The new year will bring yet another price increase for Avalon Hill games making Christmas this year a double inducement for purchase of that Avalon Hill game you've been putting off. Effective January 1st all flat box games currently priced at \$9.00 will sell for \$10.00. In addition the following bookcase games will rise to \$12.00: *ARAB ISRAELI WARS*, *DIPLOMACY*, *THIRD REICH*, *PANZER LEADER*, *PANZERBLITZ*, *WORD POWER*, *SHAKESPEARE*, *TUF*, *TUFABET*, and *OUTDOOR SURVIVAL*.

NEW GAMES REPORT

ASSAULT ON CRETE, *NAPOLEON*, and *SUBMARINE* are all in various stages of production and will probably be announced for mail order sale in the next issue, if not this one. All will sell for \$12.00. Those who can't wait can place their orders now and the games will be shipped when they become available. For the more patient, full page ads will follow in the next issue.

Work continues apace on the 1978 projects. *THE RISING SUN* has been turned over to new developer Frank Davis for completion by next July. Davis comes to Avalon Hill a veteran of six years of professional wargame design and development. SPI advocates will recall his work on *WELLINGTON'S VICTORY* and *FREDERICK THE GREAT* among others. Frank made the switch to Avalon Hill to enjoy our less rigorous publication schedule and looks forward to working with the Avalon Hill playtesting system. His eye for detail and completeness of rules presentation will be a definite asset in the production of the *TRS* monster.

Don Greenwood and John Hill have mapped out the *SQUAD LEADER* expansion kit series. Plans call for an eventual series of six gamettes which will provide enough additional counters, maps, rules and charts to game almost any WWII tactical situation. Each gamette will be boxed in an 8" x 11" x 1" semi-bookcase box with full color art. At least one new isomorphic board and six programmed instruction scenarios will be included in each gamette. The first two games will be entitled *CROSS OF IRON* and *BLITZKRIEG—THE EARLY YEARS*. COI deals solely with the Eastern Front and will concentrate on expanded and more realistic armor rules. Armor counters will be provided for virtually all of the armor which saw action on both sides. Also included will be cavalry, snipers, and SS units. *B-TEY* will, as the title suggests, deal with Germany's early conquests. British, French, Polish and Norwegian infantry will be introduced as well as the early armor of both sides. Partisans, a new terrain feature, and advanced infantry rules will offer even more variety. Both kits should be available in early 1978.

Work on *GUNSLINGER*, *BISMARCK*, *TRIEMME* and *NORMANDY* continues on schedule with publication expected in time for ORIGINS IV. In addition, John Edwards—the Australian designer of *THE RUSSIAN CAMPAIGN*, is about to lay his western front counterpart on us. If up to John's usual standards it could well be added to the 1978 lineup.

A.R.E.A.

Action in the A.R.E.A. rating pools has been hot and heavy of late with more and more people reaching the verified stage. A.R.E.A. technician Ron LaPorte reminds everyone that in order to file a complaint (or answer one) in regards to an A.R.E.A. match you must include a SSAE and state the A.R.E.A. number of both yourself and your opponent. If you don't know the latter you must provide us with his last known address. Our records are kept by numerical order. We cannot look up an individual alphabetically. Failure to follow these simple instructions bogs down the system and makes it impossible for us to act on your problem.

MAGNETIC GAMES

Our newest service offering to our customers is one which we feel offers a great deal of both "charisma" and utility to wargamers. The development of a new type of pliable, magnetic material has revolutionized many aspects of the office supplies industry giving birth to a variety of convenient inventory control and memo devices without having to resort to the far less versatile and clumsy metal magnet. We've discovered a way to apply this new material to wargames. The result is a product that any devoted postal enthusiast will long cherish; the ability to magnetize your favorite game(s)! No longer do you have to worry about your mother-in-law or child inadvertently knocking over the gameboard (as happened to this writer just last month) and scattering your panzers across the steppes of your living room. In fact, we purposely dropped one of these magnetized games from a height of four feet to test the results of just such an eventuality. Only one counter was dislodged from its original position. Don't you try it though . . . continual shocks of this sort will eventually cause your pieces to lose their magnetism.

The usefulness of a magnetic gameboard doesn't start and end with the postal player. Think of it . . . now you can display your games in progress vertically on the wall. Perhaps you play by phone or during your lunch hour at work. Just make your move and leave it there to study on the wall over your desk until tomorrow when it's there set up and ready to resume play. And talk about a conversation piece . . . what better way to proclaim to any potential closet wargamer . . . "hey, I actually play those things too."

All you have to do to magnetize your favorite game is order the necessary magnetic tape and an unmounted mapboard. The magnetic tape comes in 1/2" wide, 1/16" thick, one foot lengths with self sticking adhesive already applied to the back side. Using an exacto knife or ordinary razor blade cut the tape into 1/2" lengths. Each 1/2" square bonds permanently with the unit counter on contact. A pleasant side effect is that each counter is now 1/8" thick and easier to handle. NOTE: It is important to secure the counters uniformly to the magnetic strips so that the polarity is not reversed. Therefore, we suggest you use chalk or a crayon to draw a line along the top of each magnetic strip before cutting

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VICTORY IN THE PACIFIC



NUTS, BOLTS, PHILOSOPHY AND DESIGN

By Richard Hamblen

THE PHILOSOPHY

Consider, for a moment, the war in the Pacific during World War II. It was fought over 40,000,000 square miles—from Pearl Harbor to Ceylon, from the Aleutian Islands to the South Pacific—and the nature of the struggle was such that there was always a threat of a battle everywhere along the front line. This area is 30 times the entire area covered by the Russo-German struggle—the “Eastern Front”—during the entire course of the war! The opposing forces included the greatest navies in the history of the world—the legendary British fleet was only a poor *third* amongst the combatants—enormous air fleets and millions of soldiers that could range far and wide across the combatant area. Land armies would take months to trudge across distances that ships could traverse in days, and airplanes could strike over in hours.

Now consider the nature of the combat. With all of these forces spread over all that area, the most crucial battles were often fought by small forces fighting for the tiniest airfield. Yet these tactically small battles could yield strategically enormous results, with the victor's planes ranging far, destroying enemy planes, ships and troops and cutting off supply lines so effectively that any

surviving enemy troops were isolated, helpless, effectively out of the war, so that the victor could ignore them and carry his attack to the next crucial tiny island. Enormous armies and enormous fleets could be held at bay, useless, by planes operating out of a single airfield that had been won in a desperate struggle by a few battalions.

How can you represent such a vast war—and, paradoxically, such a microcosmic war—in a wargame?

The first thing to be recognized is that the game *must* recreate the strategic consequences of the numerous battles if it is going to resemble the overall war in the Pacific. These strategic considerations did not merely determine the overall direction of each side's attacks; in the Pacific, strategic considerations had to be taken into account at *every* step, both because in a sea war every maneuver is costly in effort and risky to boot, and because the smallest tactical decision could have enormous strategic effects. With the sudden increase in airpower's deadliness, an island-hopping war at sea suddenly had the capability of winning a war almost by itself—and this was particularly true where both sides were fighting across a vast ocean where the war effort rested on the fragile shoulders of shipping.

The military maneuvering in the Pacific—the heart of any Pacific war game—was permeated by strategic considerations, so a game on the overall Pacific war *must* reflect the strategic aspects of the struggle if the players are to have the choices of history.

Secondly, (and more obviously), the game must have some way of recreating the land, sea and air battles that actually determined the course of the war in the Pacific. This is no small task—in fact, it is almost impossible to do while keeping the game playable in a reasonable amount of time. The problem lies in the different time scales that are involved in land, sea and air combat. Land units take weeks to cover distances that ships can cross in days and planes can fly over in hours. Even worse, land units in combat can fight for months before the battle is resolved, while battles at sea usually last a day (it takes that long to break away if things start to go wrong), and crucial air combat and air strikes can take place in minutes! Unfortunately, all of these types of movement and combat should be going on at the same time, except in very different time scales; and worst of all, they cannot really be separated because they are *very* interactive—victory in one type of combat would have a profound effect on the

continuation of the other types of combat. The result is a rat's nest of minutes and months, miles and kilometers, extending in time and space throughout the Pacific war.

Clearly, some of the combat (and combatants) has to be lumped together and severely abstracted in the game system, to keep things manageable. Typically, individual air sorties are lumped into missions that extend over months; only the major redeployments of ships are portrayed, with the ships lumped into groups. Thus has it ever been in strategic-level games, and really it's not all that bad, since in practice military units are grouped and in combat, small maneuvers and small victories can be considered incidents that merely lead up to the victory or defeat of the massed unit that is trying to carry out its mission. The important thing to remember about these abstractions is that the game system should include the incidents that make a difference in the outcome—for example, if the damaging of a ship would affect an overall battle, either by lessening its combat ability or by encouraging a player to withdraw from the battle, then that damaging should be represented.

So we are left with the parameters of a playable game about the whole Pacific war: represent the strategy, abstract the battles but represent the important incidents. These were the parameters that followed in designing *VICTORY IN THE PACIFIC*.

ILLUSIONS OF REALITY

At the very heart of any game are the designer's preconceptions about his subject, so to explain *VITP's* design, I'll start by explaining how I perceive the strategy of the war in the Pacific.

Japan's first and essential objective was the oil of Indonesia, which would be required if Japan's military machine was to be able to function at all. Thus, Japan's first priority in the war was to control and maintain the security of Indonesia and all the other Japanese possessions scattered across the Pacific. It was for the sake of this security that the Japanese were determined to capture all alien bases in these areas (both to gain the bases for Japanese use and to remove the threat of enemy action); it was these bases that lured the Japanese into war and determined the initial attacks on Singapore, Guam, Wake, Java and the Philippines.

Beyond these crucial areas, the Japanese had no pressing military needs, only alluring opportunities. The Japanese could attack towards British India, towards Australia, towards the Australian and U.S.-mandated islands of the South Pacific, towards Midway and Hawaii or towards the Aleutians; and all of these areas was within the Japanese capability to take and hold (for a while, anyway), but none of them was essential so the Japanese could choose freely between them. All of them were within Japan's sphere of ambitions (which in fact extended beyond, into areas that Japan had no hope of winning or holding in the immediate future), and gaining any of them would have the additional and important benefit of crippling the Allied war effort, thus enhancing Japan's chances of winning the war.

These were the Japanese objectives. Japan was not trying to win a total war, destroying and occupying their enemies, so their plans were to take these objectives—and then hold them against the inevitable Allied counterattacks. The Japanese strategy for gaining these objectives was based on the realization that eventually Japan would have to fight a defensive war against a superior United States Navy (due to superior Allied shipbuilding). The Japanese strategy for facing this eventual Allied superiority had a number of main elements: 1) to gain as much of an initial advantage as was possible,

gaining initial superiority and using it to capture strategic points that would reduce Allied war potential, deprive the Allies of forward bases and maximize the area that the Allies would have to reconquer; 2) to form a tough defensive perimeter from which Japanese land-based air could defeat Allied advances; 3) in the defensive phase, to use the Japanese fleet as a spoiling force, raiding from within the defensive perimeter as the opportunities to cripple the Allies arose; and 4) to avoid a war of attrition—which would favor the Allies' eventual material superiority—and instead to seek climactic battles in which the massed, superbly trained Japanese fleet could destroy locally inferior Allied forces in detail. Unfortunately, these principles conflict with each other so in practice a balance always had to be worked out between them, and so although the Japanese Navy stayed with these principles throughout the war, the balance between the principles and the emphasis placed on particular principles changed with the Japanese fortunes during the war. Their stunning early successes led the Japanese to overexpand, leading to the debacle at Midway; at Guadalcanal they accepted attrition warfare to defend their perimeter line; and the Japanese desire for climactic battles grew more limited as the war progressed, until they would sally forth only if the battle was to be fought in Japanese waters, under friendly air cover.

The Allies were fighting a total war aimed at the total defeat and occupation of Japan, so their ultimate objectives were Japan's crucial areas—the same areas Japan was after, but for the converse reason of hurting Japan's war effort rather than helping it. Thus Japan was the ultimate objective, Indonesia was a close second, and the Allies also wanted to take or hold all of their own advanced bases and resource areas that they would need for the final drive on Japan.

But the above are ultimate, *offensive* objectives; with the war starting on a note of Japanese superiority and expansions, the Allies had to start by protecting their *defensive* objectives. The Allies wanted to protect their own populations and interests in the Pacific, while at the same time protecting the basic network of resources and bases that they would need to prosecute the war. The United States Navy wanted to protect Hawaii, the British Navy wanted to protect India and the crucial British supply line around Africa to the fighting in the Middle East, and both Allies wished to protect Australia and the supply lines leading to it from east and west.

It is important to note here that Britain was able to make only a limited contribution to the war in the Pacific because their resources were almost completely tied up in the more threatening struggle with Nazi Germany—and because the British Navy was not really equipped nor trained to face the deadly new airstrike tactics that the Japanese were using. The British were able—and forced—to keep a powerful fleet in the western Indian Ocean, but only because the Middle Eastern supply route absolutely had to be protected for the sake of the war against Germany and because a British Fleet there was relatively remote from the deadly Japanese central areas and bases. The British navy might assist the United States if a crisis or a very safe opportunity arose, but otherwise the British had to leave the Pacific to the United States Navy.

Thus, the important supply line to Australia was the one that the United States forces were using and protecting—the supply line from Hawaii, through the U.S. Mandated islands and the Coral Sea, to Australia. This supply line was crucial both for the protection of Australia and for the buildup of forces there for the ultimate assault on Japanese territory.

Allied objectives were thus to protect Hawaii, Australia and India and the crucial Middle East supply line; then, in preparation for the attack on Japan, to take or to hold the required advanced bases and positions; and finally to take Indonesia and Japan.

The Allied strategy for taking and holding these objectives had a number of elements that stayed the same throughout the war, and a number of elements that changed as Japanese losses and Allied production changed the balance of forces in the Pacific. Theoretically, the Allied had agreed to concentrate on defeating Germany first and to fight only a holding action in the Pacific. In fact, however, the United States had a large navy that was sent to the Pacific since it could not be used profitably against Germany, and the United States commanders, motivated by the United States' large interests in the Pacific and the outrage over Pearl Harbor and the fall of the Philippines, were determined to use this force rather than let it sit idle. Also, the United States commanders knew that they would have to pay the price of recapturing the territory given up so passively. As a result, United States strategy in the Pacific was aggressive, and with Russia not even fighting, and Britain passively abiding by the Allied agreement to defend, the aggressive United States strategy was de facto the Allied strategy in the Pacific.

The constant elements in this aggressive strategy were: 1) to ensure the safety of Hawaii, Australia and India, and their value as staging areas (by protecting the Australian supply line and the crucial outpost at Midway); 2) to keep up the pressure on the Japanese by defending pugnaciously where possible and making pinprick—or even massive—attacks whenever the opportunity presented itself; 3) to fight a war of attrition to whittle away Japan's combat potential; and 4) to use land-based air to dominate and control areas, rather than tie down mobile surface fleets in circumstances where the Japanese could bring on a potentially disastrous fleet action—surface fleets were to be used as reaction forces to meet Japanese threats or to escort amphibious assaults that would capture the bases that the land-based air could then use to gain control of a region.

The strategic elements that changed with time and circumstance were: 1) while the Allies were desperately short of carriers early in the war, the carriers were *not* to be tied down to offensive actions that would tie them down where the Japanese could come and attack them—instead, the carriers would be a reserve, meeting critical Japanese advances or making pinprick raids to whittle away at the Japanese; 2) when the Japanese had been forced onto the defensive, but before the Allied carrier shortage had been remedied, Allies would be limited to peripheral advances and fighting a war of attrition, particularly with land-based air; 3) when the Allies finally received all those carriers, they could deploy them offensively to escort major landings to capture bases deep in enemy territory and then to protect these bases—but only in masses that were sure of superiority; and 4) the British Navy in the Indian Ocean was available to help out in a crisis early in the war or to grab at a safe opportunity later in the war, but otherwise it was firmly tied down to the task of securing the safety of the Middle East supply route and other Indian Ocean activities until Germany was defeated.

There was one special circumstance that helped the Allies throughout the war, and that reinforced their decision to be reactive and aggressive in their strategy during the dark early days: the Allies could read the Japanese Naval Code and so always knew where the Japanese were going and what they were planning. In the end, this meant that the Allies always had the ability to react to each Japanese

move with complete intelligence, giving the Allies the knowledge of what they were up against before they brought on a battle. The Allies could be sure of knowing about Japanese moves in time to parry them, and could be sure that the Japanese were not in a position to punish an aggressive pinprick raid.

The attacks that both sides made when they had the chance are worth a word or two. The immediate Japanese plans were to attack towards the South Pacific and the islands of the U.S. mandate, with subsidiary attacks on Midway and the Aleutians (to shield Japan from Hawaii) and New Guinea (to isolate Australia and prevent the buildup of Allied forces there). India was ignored as being away from the axis of the main naval threat—the United States—and the conquest of Australia and Hawaii would require major invasion forces that the Japanese army was not willing to provide. The Doolittle raid on Tokyo made the Midway-Aleutians operation top priority, which brought the Japanese offensive phase to a marked halt at the battle of Midway. The Allied counterattack started by dealing with the threatening Japanese airbase that was building at Guadalcanal, and developed into a slow advance all the way up the Solomons chain. Generally, Allied strategy was to attack all along the perimeter to keep up the pressure, so even before Guadalcanal, Allied carriers were making short, sharp, casualty-producing raids into the Marshall Islands, and these raids grew in frequency and power until islands like Tarawa (in the Gilberts, just south of the Marshalls) and Kwajalein were being captured while the Solomons campaign was going on. At the same time, Allied forces were striking on and over New Guinea, culminating in invasions around the Vogelkop Peninsula. With the cracking of the outer Japanese perimeter, the Allies continued to press all along the line, raiding Truk, clearing away the Japanese airbases in the South Pacific and then striking into the Marianas—and on into the Philippines and Indonesia, preparatory to capturing Iwo Jima and Okinawa—the outworks of Japan itself. Depending on island-hopping and developing the advance through land-based air, the final Allied attack came up through the South Pacific and Australia against Japan's southern positions.

Those were the strategies that clashed in the Pacific. There were other strategies involving the land forces that were fighting on the continent of Asia, but in fact these land campaigns were indecisive and were almost guaranteed to remain so. The Japanese and Chinese armies simply lacked the transport and resources to press home a decisive campaign, and the U.S.S.R. and Britain would not spare attacking forces from the war against Germany—although they were willing to send in more troops to hold the Japanese back should the need arise. The result was a standoff that was likely to continue until all the Allies were freed from the German distraction.

Those are my illusions about the Pacific war, the illusions that I tried to build into the strategic interplay of *VICTORY IN THE PACIFIC*. The next question is: How were the strategies built into the game?

THE DESIGN

Avalon Hill's *WAR AT SEA* game is a strategic-level, simple game of the naval war in the Atlantic during WWII. The purpose of the game is to "control" various chunks of sea (with the board divided into the important sea areas in the theatre—"North Sea," "North Atlantic" and "Mediterranean," for example) by having ships survive and drive off any enemy ships that venture there. Ship gunnery and armor strengths are represented in a

simple fashion, and detailed, complex sea battles are recreated by the simple expedient of having ships fire at each other repeatedly until only one side is left. Maneuvering in the battles is confined to a few subtle techniques of retreating.

WAR AT SEA's game system does a nice job of showing the strategic implications of assigning various ships to certain patrolling forces (assigned to various ocean areas); the combat system does not recreate detailed naval battles, but it does recreate the effects of the naval battles; ships are lost in battle, and one side succeeds in driving away the other.

With strategic aspects recreated and an abstracted battle system that allows large naval battles to be fought over a long period of time, the *WAR AT SEA* system has all the basic elements required for a Pacific game. Consequently, we decided to use the *WAR AT SEA* system as a basis for the Pacific—with appropriate modifications for the Pacific theatre.

(Game-ographical note: Area-type sea strategic games are by no means new—in fact, I have been fiddling around with a similar, different system for about four years. We decided to use the *WAR AT SEA* basic system from among these simply because we had already published *WAR AT SEA*, so with a similar Pacific game, players would be able to compare the ships and campaigns between the Atlantic and the Pacific—thus giving interested players a handle on the overall naval struggle during World War II. Also, the similar games would be linked into one combined game about both theatres, and, by a strange coincidence, this article concludes with a variant that allows you to do just that.

The sequence of events that led up to our publishing the game is also worth a word or two. As a *WAS* variant, the game started as a variant I did for my own enjoyment; this version had about 33 sea areas, and you could have fun for a l-o-o-o-n-g time while you played it. Then we thought we'd put it in *THE GENERAL*—which we announced—and the board was pared down to 6 sea areas. This was too few, and in addition, it could not be done right as a magazine game—there were just too many counters and too much board. So, at the last moment we decided to publish it as a game and have it out by *ORIGINS '77*. We had 10 weeks from the time we decided to publish it as a game (most of which was spent in a lot of hard playtesting), and we barely made it—everybody in Avalon Hill's research and design section had some hand in getting it out—at the last possible moment. In a way you could say that it was done in ten weeks—which is astonishing, since it is a very good little game in my somewhat prejudiced opinion—but to be fair, I have to say that the *WAS* version started development about a year ago, and I've been fiddling with area movement in the Pacific for four years.

So: enter *VICTORY IN THE PACIFIC*, out of *WAR AT SEA*. How is the Atlantic different from the Pacific?

TIME AND SPACE:

The Dimensions of VITP

SPACE: Since the *WAR AT SEA* game system (which was to be used for *VITP*) is based on the notion of controlling sea areas, the first decision was that the mapboard should include all the areas that the Japanese actually had a chance of controlling, and only those areas. This meant that the game would not need any complicated, artificial logistics rules to impose the logistics shortcomings that actually limited the possibilities of Japanese expansion during the war. It was also desired to keep the area portrayed as small as possible, so that the areas could be portrayed in as large a scale as

possible—so that the crucial central areas where most of the combat would take place would not be shrunken and overcrowded.

The problems came around the edges. The Aleutians had to be included, since important Japanese forces were diverted there during the battle of Midway (and contributed to the Japanese defeat there). The Bay of Bengal similarly saw a major Japanese incursion which turned out to be a waste of time at a crucial period of the war; also, it was clearly within the sphere of possible Japanese expansion. The farther reaches of the Indian Ocean saw important Allied operations, but these operations were peculiarly restricted and passive—and the area was really outside of the Japanese sphere—so it was just dropped off the map. In the South Pacific, it was very tempting to put in New Zealand and similar southern areas, especially since the Japanese actually had plans for taking them, but in the interests of keeping the board small it was decided to telescope their effect into the areas just to the north—the result being that *New Hebrides* actually represents both itself and New Zealand.

TIME: The time frame of the game was a little more of a problem. As a general rule, a game based on an actual campaign should cover only that time period when both sides actually have the capability of fighting, stopping before one side or the other is broken—especially if the side was broken while taking a reasonable gamble. The reason for this is, if the game continues after that time period then the player whose forces historically broke can do better than history simply by being artificially passive and keeping his forces intact, thus preventing the disastrous exploitation that followed. Similarly, the other player must strain unnaturally to break his opponent on schedule (rather than pursue more reasonable goals in accord with history).

This meant that the game should end at the time that the Japanese were broken beyond the capability of meaningful resistance. This time turns out to be at the battle of the Philippine Sea—the "Marianas Turkey Shoot"—where the remnants of Japanese air power was destroyed. (Although the Japanese still had a fleet at the Battle of Leyte Gulf, they no longer had an effective air force with which to contest the Allied fleets—and it was air power that decided battles in the Pacific.)

Starting the game presented another problem. Should the initial Japanese attacks be included in the game or should the game start immediately after, amidst the wreckage? The initial attacks would either use up a whole turn or require a lot of special rules. In the end, the attacks were included for a number of reasons: the allocation of resources to the attacks was an important strategic decision that the Japanese player should be able to make, important decisions were made while the attacks were going on, the attacks were risky and the results uncertain and this uncertainty should be recreated rather than being replaced by certain outcomes. The uncertain results greatly increase game variation and allow the players to react to all sorts of possible situations, and the poor frustrated Japanese player—who always has to wait and watch the Allied player get the last move, avoiding the main Japanese fleet and chipping away at weak points—gets at least one chance to shoot at a target that can't get away.

So the time of the game runs from Pearl Harbor to the Marianas Turkey Shoot. The temptation to include Leyte, with the last sailing of the Japanese fleet and the kamikazes, was just too much, however, so I stuck it in too, as an optional ninth turn.

NUTS AND BOLTS

THE MAPBOARD:

Sea Areas: The placement of sea areas and bases had to be carefully coordinated so that ships coming from the bases would have a reasonable range of action. Each sea area should represent all of the following: an area within which the geography is so intertwined tactically that battles there would interrelate into a campaign, and battles taking place elsewhere would be separate from that campaign; the area over which a surface fleet could maintain an effective operational patrol; the area with which an air unit could operate without a major deployment (all of these criteria define an area of pretty much the same size, since all were dependent on the range of scouting aircraft). Fortunately, a little perusal of the history books yielded a number of very localized campaigns in the Pacific; the prolonged struggle in the South Pacific is the most famous example, the campaigns in the Marshall/Gilbert Islands, the Marianas Islands, Indonesia and the Japanese Islands, and the operations at Pearl Harbor, Midway, the Bay of Bengal, the Aleutians and in the Coral Sea were also isolated by distance from other operations. Scaling the sea areas to this size, there were obvious "holes," regions remote and independent of all the above: the U.S. mandate, the North Pacific and the Indian Ocean. The sea areas in the game were laid out to correspond with all of these areas.

Bases: It was immediately apparent that any of the bases within the area of the mapboard were subject to being captured by the enemy, but some bases were more vulnerable than others. Many bases had only small garrisons that could be (and were) overwhelmed by amphibious invasions, while other bases were garrisoned by armies that would have to be defeated in long campaigns. Since amphibious invasions were going to be an important part of the game, it was necessary to differentiate these types of bases—so the invadable bases were made into green "island bases," while the major installations were made into red "major ports."

The specific bases in the game were chosen because they were important ports, because they were crucial central island chains that dominated their sea areas, or because they were needed for play balance purposes, to reflect the actual defensibility of a sea area to invasions. Pearl Harbor, Singapore, Australia, Truk, Ceylon, Yokosuka Navy Yard (also representing the other major bases in the Japanese islands), and Samoa were so important—and famous—that they had to be included, along with the important lesser ports of Saigon, Dutch Harbor, the Philippines and the New Hebrides (Rabaul was originally included as well, but it was deleted for reasons explained below). Midway, Maleolap, Attu and Saipan all represent the central island chains that dominated their sea areas—the crucial air bases that were the objectives of the fighting. In the South Pacific there were several island chains that were important, however, and they were especially important because they ran into adjacent sea areas: Lae and Guadalcanal. Port Moresby represents the air bases in southern New Guinea, which also served as air bases in two separate sea areas.

Each invadable base in a sea area is a defensive weak spot, an extra place that has to be defended lest it suddenly turn into an advanced base for enemy ships and a source of swarms of air units. In the game, the number of invadable bases in a sea area should correspond roughly to that area's vulnerability to invasion. Thus, Okinawa, Johnson Island and the Andaman Islands had to be included because they were actual weak spots in sea areas that otherwise contained only uninadable red ports.

The Marshall Islands was a highly vulnerable perimeter of islands that could have been invaded anywhere, so Kwajalein was added to the board to make that sea area more vulnerable. On the other hand, Rabaul had to be deleted from the South Pacific because there were already two island bases there—and to add a third would have made it almost impossible to defend (the Japanese don't need Rabaul anyway, since they have Truk, and the Allies couldn't get to Rabaul without first capturing one of the borderline bases, so Rabaul turns out to be functionally trivial anyway).

The exact delineation of the borders between sea areas, and the placement of bases, was done very carefully with the objective of recreating the historical situation, so that ships coming from the various bases would have a realistic range of action and bases were in the sea areas where their air power was an important factor. Ships had to be based in Australia (or Ceylon) to operate regularly in Indonesia, had to come from Australia or Samoa to operate in the South Pacific. Ships from Hawaii could raid as far as the Aleutians, Japan, South Pacific and the Coral Sea, the Central Pacific and the Marshall Islands were effective blocking areas in the center, as were the Marianas Islands (including Guam) farther west; and so on. Midway was the blocking position between Hawaii and Japan, the Marshalls Islands were a shield between Hawaii and the interior of the Japanese island empire, the Marianas Islands/Guam controlled the eastern approaches to Indonesia, and so on.

One of the biggest questions was which bases should be placed on the borders between sea areas. A bordering base is unusually important because it is harder to take by encirclement and starving it out, and ships and air units there have added range because they can move into either sea area. Clearly, bases should not be placed on borders if their effect was local or if they were easily taken; however, if the bases were crucial central positions affecting a large area, then they should be on the borderline. Thus, significant naval bases with central positions were placed on borders: Dutch Harbor, the New Hebrides, the Philippines, and above all Truk; it should be noted that these bases include all of the outlying associated islands, where the air units would actually be based to range across an entire sea area. Australia was placed on a border to make it harder to capture—it was also an important central base, of course, although it was never used as a base for operations out into the Indian Ocean proper. Important air bases that historically affected two sea areas were also placed on borders: Guadalcanal, Lae and Port Moresby.

As a final note, the Owen Stanley Ridge was inserted in New Guinea to separate Lae from Port Moresby. Northern New Guinea was really treated as a single objective tactically—when the Allies finally invaded there they invaded all along it at once—and Southern New Guinea was the same, due to the interlocking nature of the bases there. North and South were separated by a mountain range on land, however, and at sea the tips of New Guinea stuck out enough to separate naval operations to the north from operations to the south (it was a major operation to circuit either tip because the swing would take the ships close to enemy air bases guarding the passes). Both sides spent two years trying to conduct a land invasion across the mountains, but in fact the terrain was so hard to traverse that the defender could always reinforce faster by sea than the attacking forces could bring up forces overland. Overland attacks across this Owen Stanley Ridge were thus doomed to failure until the enemy's bases had been captured amphibiously—so in the game the fruitless overland attacks are simply ignored. Movement across the Owen Stanley Ridge is prohibited.

The Problem of the British Navy: The British Navy was operating under the restriction that above all it had to guard the Middle East's supply line in the Indian Ocean; in effect, it always had to stay between this supply line and the Japanese threat. Thus, the British ability to return to ports in the game was limited so that their fleet would always be on the line between Ceylon and Japan; this is why the British cannot leave this line to base at, say, Australia. Similarly, United States ships are prohibited from basing in Ceylon because this would have removed them from the United States' areas of interest in the eastern Pacific.

Game Turns: With the game running from Pearl Harbor to the Marianas Turkey shoot, the game breaks down nicely into one short surprise attack turn and seven turns of about five months each. Each turn turns out to be roughly the equivalent of a *WAS* turn, and there are as many turns as in *WAS*; the turns in the two games even correspond roughly, with turn 3 of *WAS* equal to turn 1 of *VITP* (actually the shortened turn 1 of *VITP* is equal to the last part of turn 3 in *WAS*). The dates specified for the turns were modified a little in order to correspond with the starting and ending dates for the actual campaigns during the war.

The Surprise Attack Turn: The Japanese start the game in Japan to prevent them from getting a control ship into the Hawaiian Islands or the U.S. Mandate. The unique long-range strike at Pearl Harbor is recreated, with the fuel limitations that applied. Units are positioned as they were at the time of Pearl Harbor, except for the *Prince of Wales* and *Repulse* which are positioned as they were when they reacted to the Japanese invasion. The scattered United States cruisers were committed to patrol/convoy duties, so they cannot move, but the Japanese onslaught in Indonesia cancelled all assignments in that area, leaving those units free to be reassigned to other tasks.

The Japanese ran at Pearl Harbor after their first wave because they had lost track of where four of the United States carriers were (actually only one was near Pearl Harbor). The "location uncertain" rules for the American carriers recreate this uncertainty.

Reinforcements: Ships appear on the turn they were available to be deployed in the Pacific (for example, the *Shoho* did not get its aircrews until after the start of the war, and the *Yamato*, launched in December 1941, was not functional until it was used at Midway). Air units and marine units similarly appear when those units, with their capabilities, were functional in the Pacific (the 2nd Marines were in the Pacific at the outbreak of the war, but they were not yet equipped for amphibious operations). Each side gets its submarine unit only during the period when that side's submarines were regularly getting shots at enemy capital ships.

Eliminated air and marine units automatically reappear after a five-month rebuilding period, which works out well in keeping strength levels at an accurate level during the play of the game. This may seem a little fast, particularly for the notoriously poor Japanese training program, but it should be remembered that while the United States replacements represent new men and machines joining the war effort, the Japanese were rebuilding their losses primarily by pulling existing units out of the war in Asia and reassigning them to the Pacific campaigns. By the end of 1944, the Japanese had exhausted their supply of these existing units, and could no longer replace losses at all.

The British Navy Again: Since British ships in the Indian Ocean were available for tactical attacks, they had to be included in the game; since British policy was to not make any long-term move into the Pacific until Germany was defeated, some way had to be devised to prevent the British from taking the strategic offensive. (The British policies were to be assumed in the game because they presumably reflected the true interests of the British Empire—after all, who am I to argue with Winston Churchill?)

Early in the game, through turn 5, the British are prevented from going on the offensive simply because the Japanese are too strong. Therefore, during this period ships arrive and leave depending on the times they were available to be used in the Indian Ocean—ships that leave were actually going either to the Atlantic or (in the case of the pair of carriers that leave) to Madagascar to defend the Middle East supply line; other ships that went to Madagascar for short periods of time or that were basing there but were still available to operate in the Indian Ocean are left in the game. (Since leaving ships were going to theatres with a higher priority, replacement ships *must* be sent if the listed ships are lost.) From turn 6 on, however, the Allies are overwhelmingly superior and every British ship becomes an offensive threat—at exactly the time that the British were deciding to confine their counterattacks to the Indian Ocean. To simulate this in the game, ship arrivals during this offensive period are simply left out of the game—the ships that really arrived during this period are presumably tied up in the Indian Ocean. British ships that are already in the game are left in on the theory that the British actually were willing to make a very minor offensive, if they had not suffered too many losses and if the Japanese left themselves very vulnerable—in reality the British did contemplate such a move for a short while, until the Japanese beefed up their Indonesia defenses.

The Unit Counters: Given that *VITP* was to use the *WAS* system, it was only sensible to use the same criteria for assigning combat and speed factors in both games, so assigning values was practically automatic.

Ships: The first decision was to use only the same classes of ships that are represented in *WAS*: aircraft carriers and surface gunnery ships with a firepower equal to or greater than a heavy cruiser (i.e. battleships and battle cruisers). This is quite reasonable, since these were the ships that were expected to decide any major naval battles that might happen—lighter ships, such as escort carriers, light cruisers and destroyers were typically assigned as escorts and supports that were not expected to carry the main weight of the action. As escorts, the opposing light ships fought their own fierce little war, but the net result was that they cancelled each other out, so they are left out of the game. The only exceptions to this are the light cruisers that were used as main fleet battle units—the *De Ruyter*, *Oi* and *Kitakami*—which are included in the game (the *De Ruyter* represents the small fleet of light cruisers that the Dutch used as a main battle fleet simply because they didn't have any more powerful ships; the *Oi* and the *Kitakami* were specially equipped with 40 (!) torpedo tubes each for special use during fleet actions—although they never did get to use them.)

Gunnery factors indicate the size and quality of the ship's main armament, with factors assigned according to the same criteria as in *WAS*, so that the ships in the two games would be comparable. As a general rule, only guns of 8" or better confer gunnery factors (since large-ship armor was designed to keep out lighter shells), although

aircraft carriers with enough 5" guns get a nominal factor because of the sheer weight of metal they can put out.

Gunnery Factor	Main Armament
6	9 x 18.1" guns
5	8 or 9 16" guns
4	8 or more 14" or 15" guns
3	6 x 15", 9 to 12 x 12", or 9 x 11" guns
2	6 x 11" guns
1	8" guns, and special cases (lesser guns, torpedoes)

The *attack bonus* was given to ships to reflect unusual accuracy in their surface combat. In particular, the Japanese cruisers get the bonus because of their excellent training in night tactics (when most surface actions were fought), and because of the efficacy of the "long-lance" torpedoes they carried. U.S. battleships get the attack bonus to reflect the accuracy resulting from the gunnery-control radar they carried; all U.S. battleships were eventually fitted with this feature (and so should get the bonus, as indicated in the optional rules), but the only ones that are indicated right on the counters are the ones that were equipped with gunnery control radar when they were commissioned.

Armor factors are assigned using pretty much the same criteria in *WAS* and *VITP*, except that in the Pacific game, the factors are a little more biased towards representing defense against torpedo attacks, rather than protection against gunnery shellfire. This is particularly true of the armor factors in the U.S. fleet, because Japanese torpedo attacks played an unusually large role in Pacific surface combat; generally, U.S. ships have a little extra in their armor factors because of their excellent protection (torpedo bulges all over the place).

Otherwise, armor factors are based on complicated comparisons of armor weight and placement, ship weight and design, damage control practices (in which the U.S. Navy became markedly superior, as the war wore on). Carriers, which had to spread their armor (when they had armor) over a larger ship than battle units of the same weight, have had their armor factors weakened accordingly, although those few carriers that had armored flight decks have been strengthened.

It is worth noting that those ships that were built between the wars have comparatively higher armor factors, reflecting their improved design and torpedo protection. No single criterion was used in assigning armor factors, but the following chart should give you a feel for how the strengths were assigned:

Armor Factor	(Old BB)	Maximum Displacement (New BB)	(BC)
9	—	over 50,000	—
6	—	45,000	—
5	40,000	35,000	—
4	30,000	27,000	45,000
3	24,000 —	35,000	35,000
2	***15,000 including heavy cruisers***		

Old battleships had generally been converted, adding weight and protection above the original design—but this was not as effective as protection designed in at the start. In addition, newer ships had better underwater (i.e., torpedo) protection and compartmentalization. "BC" (battle cruisers) were large, fast ships with weak spots in their armor. Aircraft carriers are given strengths on a very different basis, combining armor, damage control and size with game interaction to arrive at reasonable numbers in the game.

Speeds are assigned as in *WAS*, except that the factors represent marginally greater speeds in *VITP* because of the greater distances that had to be covered in the Pacific.

Speed Factor	Actual Speed
8	34.5 knots
7	32.5 knots
6	30 knots
5	27.5 knots
4	25 knots
3	21 knots

Each carrier airstrike factor represents roughly 20 planes carried by that carrier, or 10 planes launched in a typical strike (roughly the same as *WAR AT SEA*). Due to the increased deadliness of air strikes in the Pacific, due to superior equipment and pilot training in attack techniques, carriers equipped with first-rate equipment and pilots were given the attack bonus. British strike planes and training were inferior, however, so they don't get the attack bonus; and the Japanese system for training pilots was inadequate, so the later Japanese carriers, manned by poorly trained pilots, also do not get the attack bonus.

Air Units: Land-based air units were a special problem. Each individual air strike was comparable in size with carrier air strikes, but the land-based air units actually disposed of many more planes that were constantly getting whittled away in day-to-day attrition. The solution was to give them the attack strength of a typical airstrike, with the Japanese attack being stronger to reflect the superior attacking capability of Japanese aircraft—but to give the Allies many more units with the same defense factor, to represent the superior armor on Allied aircraft, the superior capacity of the Allies to replace losses, and the greater number of air units that the Allies could dispose of in the Pacific. Since it would not make sense to have "disabled" results affect air units, they would be roughly twice as able to stay in action, so their defense factor need be only half as large to represent the same ability to take punishment—so, very roughly, an attack factor represents a strike of 10 planes, and a defense factor represents 40 effective combat aircraft in that unit. Since land-based air was less vulnerable to destruction than ships were (islands being harder to sink), the attack bonus did not apply against land-based air; but land-based air pilots were not trained to make devastating pinpoint attacks on ships, so the land-based air units do not get the attack bonus when they attack, either.

A lot of playtesting went into determining exactly how many air units each side should get, and exactly what their strengths should be. It finally turned out that six was the right number for the Japanese, allowing them to cover their whole perimeter but not allowing them to mass an overwhelming force without leaving something else open; the Allies needed ten to be able to deploy the way the Allies actually did during the war.

(For those who are interested, the 11th fought in the Aleutians, the 7th defended Hawaii, the 13th and 14th fought in Indonesia and the rest were under the command of the 5th Air Force, fighting in the South Pacific and bordering areas. For the Japanese, the 21st, 22nd and 23rd started with the attack on the Philippines and then advanced to the Japanese perimeter, the 22nd sinking the *Prince of Wales* and *Repulse* along the way; the 24th defended the Marshalls; the 25th and 26th were formed from units that had been defending Japan, the 26th staying there and the 25th going to the South Pacific where it was joined during the disastrous Guadalcanal campaign by the 22nd and 23rd. The 21st was operating out of Timor, between Indonesia and Japan, at that time.)

It is worth noting that the Japanese air units are named after naval air units, but they actually represent both naval and army land-based air units that were taking part in the same campaigns. The naval air units were "Air Flotillas"; the equivalent army unit was the "Air Division." Much of the army air was tied up in the Asian land campaigns, but the 2nd, 5th and 6th Air Divisions fought in the Philippines, South Pacific and Indonesia—although they were often catastrophically understrength.

Submarines: It was decided early on that submarines would be included only to the extent that they attacked enemy capital ships; the strategic aspects of submarines, including convoys, would be left out as being not relevant to the Pacific war and beyond the players' control.

Submarines only got an occasional shot at enemy capital ships, so only one submarine was included for each side; the submarines were given the attack bonus in order to generate a statistically realistic number of casualties. Since the one submarine was symbolic, representing the occasional submarine that got a clear shot, the defenses against it had already been factored into its existence and it could not be defended against nor destroyed (after all, it is assumed to get a clear shot, and it abstractly represents one of many prowling submarines.) The Japanese get their submarine during the period when Japanese submarines were getting an occasional clear shot, and the Allies start to get theirs at the time when their submarines started to sink Japanese naval units.

Land Units: Marine divisions are a new addition to the game system, an innovation in *VITP* that was not present in *WAS*. They were included because there had to be some means of quickly taking small bases, as often happened in the Pacific.

Each Marine Division unit actually represents the ability to conduct a number of small, interrelated amphibious landings, in effect clearing out the whole area represented by a single base in the game. Each unit represents the availability of amphibious landing craft and other logistical and back-up support for an invasion as much as it represents a particular body of troops. Consequently, the number of Marine units available was made to correspond to each side's ability to invade, rather than to the presence of a particular unit. The 1st Marines thus represents the 1st Marine Division plus its backup elements, including the 25th and American divisions; the 2nd Marines includes the 43rd Infantry and the forces that fought at Bougainville and New Georgia, and so on. There are many gritty Infantry divisions that made subsidiary landings that are not named in the game.

Fortunately, Allied amphibious capability corresponded nicely with the arrival of the Marine Divisions, so the Marine designations were used for the Allied Marine units. The Japanese had a much more complicated arrangement, however. They had a number of infantry divisions trained in amphibious landings, but most of their invasions were actually executed by hodge-podges of battalion-sized units operating together temporarily. The Navy's own infantry arm (like the U.S. Navy's Marines) were a large number of small units called "Special Naval Landing Forces" and named after Japanese Naval Bases. Thus, in naming the three amphibious units that the Japanese should get (based on their amphibious lift capability), I named them after the three most prominent bases/SNLFs: Yokosuka, Sasebo and Kure. Incidentally, these units do not become available because of new production by the Japanese during the war; instead, they become available as they were freed from earlier assault duties that are not represented in the

game, such as the conquest of Guam, Wake, and other outlying island bases. These landings were really essential, so they are assumed in the game.

Actually executing an invasion had a tendency to use up the invasion force. The actual invading troops nearly always took severe losses, and in any case both the landing craft and logistics buildup supporting the invasion were used up, so executing an invasion in the game uses up the invading amphibious unit. The basic unit was still intact and could still be built back up to strength again, so these units automatically reappear after a recuperative delay of five months.

The Garrison counters are worth a final word. For major ports these represent the armies, and for island bases the smaller forces, that garrisoned these positions. (At one point I was even going to give the unit designations for these garrisons, but we couldn't fit them on the counters.) The small garrisons represent individual divisions or similar-sized units, which could be overwhelmed by an invading force and its supports. The garrison armies were too large to be simply overwhelmed, however, and would have to be defeated in lengthy campaigns—which is why major ports cannot be invaded.

NEW TACTICAL SYSTEMS FOR VITP

In the first place, it was obvious that the air strike system in *WAS* would have to be overhauled if it was going to represent the effect that air power had in the Pacific. The difference was that in the Pacific air power was an effective attacking arm, one that could win battles all by itself; and this was crucially important because it meant that battles could be won by aircraft striking at long range, so battles could be resolved without either getting within gunnery range of the other (in fact, most gunnery battles in the Pacific were fought by fleets colliding at night, when planes could not attack effectively). The devastating effectiveness of air power in the Pacific was due to four elements: the Japanese and United States Navies had aircraft capable of making the pinpoint attacks required to hit elusive ship targets (unlike the British in the Atlantic, who had inferior aircraft); the Pacific powers trained their aircrews to make such pinpoint attacks; such attacks were made en masse, with a carrier's squadrons usually concentrating on one target—usually a critical carrier; and air attacks were expected to dominate the battles, so carriers and air units were expected to launch strikes repeatedly until the battle had been resolved. A subsidiary effect of airpower's ability to win battles by itself was that air units could suddenly control sea areas all by themselves—they did not require naval patrols, and in fact land-based air could eventually obliterate an enemy surface fleet that did not have air cover.

Three types of rules changes had to be made to introduce these changes to *VITP*: airstrike attacking procedure had to be changed to reflect the tactics and deadliness of airstrikes in the Pacific; some provision had to be made for fighting purely air battles, in which gunnery factors would not fire at all; and land based air units would have to be allowed to control sea areas by themselves.

The rules were changed so that each unit's airstrike factors attacked as a group against one target. The expert aircrews, trained in pinpoint bombing, were given the attack bonus to increase the deadliness of their attacks—carrier airstrikes were deadly, rather than disabling. Finally, airstrikes were given the ability to attack repeatedly, round after round, so they could fight a battle all by themselves.

It was immediately obvious that battles in the Pacific broke down into two very different categories: "day actions" or carrier battles, and

"night actions" or surface actions without air cover, which meant at night when air couldn't fly. Rarely, ships would close to within gunnery range in daylight, in which case air strikes and gunnery would combine in a battle that might best be titled a "mess." Anyway, it was clearly desirable to have at least two different types of combat rounds in the game, for "day" and "night" battles. A little more hitting of the old history books and a lot of playtesting yielded the system employed in the game; presumably the side that is seeking an air battle would have the advantage of aerial reconnaissance in bringing on the type of battle he wants; and the side that actually controls an area would have air and sea patrols out to spot the enemy forces as they came so the current proprietor of an area gets a similar bonus. With both bonuses, the odds in favor of some kind of an air battle are 5-1, but the odds are even when sailing into enemy waters, which appears to be about right judging from the history books.

The next change was that *VITP*, unlike *WAS*, would have to have bases and ports that changed hands as a result of the naval war. After all, the war in the Pacific was essentially a naval war, unlike the European war where land armies determined the ownership of territory.

As I explained in the *TIME AND SPACE* section, there were two types of bases in the Pacific—those garrisoned by armies and those garrisoned by much smaller forces. The ports and bases in the game were correspondingly divided into red ports and green bases. Now, the smaller garrisons could be overwhelmed by a relatively small invasion, but the larger forces would have to be overwhelmed slowly over the course of a campaign that could last many months. Consequently, the small invasion forces represented by the Marine units could take a minor port—but they could not take a major port. Since both kinds of ports should be capturable, this required that a special rule be formulated to allow capture of the major ports—and so the rule allowing capture after two turns of control was born. The rationale behind this rule is that during those two turns the controlling player is actually sending in large forces to wage an extended campaign on the port, but he is able to win the campaign by breaking the enemy's supply line to prevent the enemy from sending in forces to keep up the defense. Obviously, this technique would also work against lesser ports, so the green ports were included in the rule.

This rule probably calls for a word or two about some special items of interest. The Japanese Navy decided not to attack Australia because the Japanese Army would not supply the 10 divisions that would be needed for the operation, yet in the game Australia can be taken. The rationale is, if the Japanese Navy had succeeded in breaking the supply lines to Australia, the Army could have been talked into supplying the troops that would be needed; after all, *fait accompli* is an accepted technique in politics, even military politics. The Philippines and Saigon are special cases of a different sort, minor ports with major garrisons, so there was a real question whether they should be red or green. In the end the Philippines had to be green lest a major Allied fleet materialize there on turn two (see the next section of this discussion) and because an invading army could actually capture an outlying island or two, enough to serve as a minor base (as the Allies did at Leyte). Since the Philippines' importance was in its usefulness to the Allies (after all, the Japanese have plenty of impregnable bases in the area), making it green limited its usefulness early, but made it useful later, which was convenient. Saigon, on the other hand, has no meaning at all after Singapore falls, so it can be a red base with no problem—and it is essential as

a Japanese base for ships and planes early in the war, to reflect their actual capabilities in the area. And those who think that Japan should not be subject to capture should remember that for most of the war there were only a few divisions garrisoning the home islands.

Submarines are the very heart of *WAR AT SEA*, but they were a major problem in designing *VICTORY IN THE PACIFIC* because the Japanese and the United States were involved in a different type of submarine war than was being fought in the Atlantic. The United States was indeed using its submarines to fight a war to strangle Japanese shipping in Indonesia but it was no contest—the Japanese never came up with a means of countering Allied depredations. On the other hand, Japan was not using its submarines against Allied shipping at all; Japanese doctrine was to use its submarines as fleet elements, to bag Allied capital ships. The result was that there was no real contest in either side's submarine war. So rather than jerry-rig some kind of strategic submarine struggle that never happened—and never could have happened unless the Japanese had rethought some of their most basic notions of naval strategy—I just assumed that the submarine wars on shipping were a constant, and built the historical results into the game. Convoys and special submarine effects were deleted from the game.

Movement on the *VITP* board presented problems concerning all of the units in the game. The first, and most important, problem arose out of the fact that in the war in the Pacific—being fought against a roughly equal enemy—fleets were deployed differently than they were in the Atlantic, where a superior fleet was trying to contain an inferior fleet. In the Atlantic nearly all ships were assigned to some sort of patrolling function in an effort to intercept an enemy sortie (the only real exception to this is the employment of "Force H" in Gibraltar). Although ships were assigned to patrolling duties in the Pacific, the main fleets were usually used quite differently, for prudence' sake. Main fleet elements would be held back in reserve, spending most of their time in port, and then when an operation was decided upon—either a single smashing raid or a parry of an enemy move—the main fleet would sail to reinforce the forces already on the spot where the trouble was occurring.

There were three important things to note about these reserve forces: in the first place, they were not committed early to a course of action; second, when they finally did go into action in an area they were not in that area long enough to maintain a constant patrol there; and lastly, since they were not spending their time to patrol back and forth in an area, they had more time to move—i.e., they could move farther before striking (assuming they had the range).

In order to reflect this important aspect of the Pacific war, it was necessary to differentiate "patrolling" ships from "reserve" or "raiding" ships in the game. Raiding ships get to move later, after patrolling ships are committed, and they can move farther—but they do not count towards controlling an area. British ships, however, had a shorter operating range—so raiding British ships do *not* move any farther (this also reflects the fact that the British were really limited to operating in the very eastern regions of the board, because Ceylon—their usual base—is so remote from the other areas).

An interesting point arose here. Ships that attempt to move an extra sea area must make a "speed roll" as in *WAS*. Now, failing a speed roll presumably means that the ship failed to operate successfully in the manner that had been planned because of its limited speed. A patrolling ship that failed would thus not be able to maintain its

patrol—but wouldn't it still be present part of the time, like a raider? So patrolling ships that fail their speed rolls move as planned anyway, but they are turned into raiders. Raiding ships that fail a speed roll fail in their mission to get to the battle (presumably they arrive too late to take part), and simply return to port.

The next movement problem was that the redeployment of forces between bases was simply too slow using the *WAS* rules on the vast *VITP* board. Ships that were simply changing bases could cross the whole *VITP* board in a small part of a five-month turn; however, these transfers would have to be planned ahead of time and preparations made for the new ships at their new base. The solution was to allow ships to return to any major (red) port from any sea area on the board, the redeployment representing the assignment of the ship to a new command when its current assignment was completed. Minor ports were excluded on the theory that supplies for major incursions of ships would not be stockpiled at such bases (many of which were mere anchorages); the delay involved in accumulating such supplies is represented by the turn it takes to deploy the ships there using normal movement. Enemy control of sea areas can be ignored by deploying ships, which might be a problem if there were major Allied ports behind Japanese lines or major Japanese ports behind Allied lines. Fortunately the geography does not work out that way so major forces cannot safely redeploy into enemy lines, only out (presumably sneaking out on the run). Allied forces redeploying between the edge bases of Ceylon, Australia, Samoa and Pearl Harbor are presumably travelling a long circuit through the vast sea areas that are off the board to the south and east, far beyond any possible Japanese interference.

Amphibious units were treated like ships but given a range of one adjacent sea area to accurately reflect the range of an amphibious strike—after all, the marine unit represents the logistical backup and supporting elements that have to be transported in from the staging area of the invasion, in addition to the first wave of assault troops.

In *WAS* the legal placement for each side's land-based air units is indicated right on the board. With airbases changing hands during the game in *VITP*, this system clearly had to be replaced by a general rule. Since air units could easily redeploy anywhere on the board within the time frame of one turn, as long as they had bases available, the final rule was simply that air units could be placed on any sea area that contained a friendly base or port, regardless of range (planes could fly for enormous distances through enemy territory if they were just changing bases, and in particular they could even be ferried to within range by escort carriers).

(Digression on air raids: since units coming from islands could bomb sea areas, clearly ships in the sea areas should be able to conduct air raids against those islands. Only carriers can make these surprise strikes, however, because in practice land-based air never did successfully raid an enemy port; presumably the land-based air, operating from distant and well-known bases, would be spotted during its approach, giving the ships in port enough advanced warning to put to sea and escape the attack.)

Submarines, of course, could turn up anywhere so the symbolic submarine counter can be placed in any sea area.

With all of the tactical systems worked out, the last problem was settling on a sequence of play. The desired effect was to have the different types of units deployed in the same order that a real commander would have to commit them, with units that

required more preparation or an earlier start moving before units that could be shifted on short notice.

Patrolling ships would have to spend all their time to keep up their patrol, with no time to wait and see what the enemy was doing first, so patrolling ships are deployed first. Air units require considerable preparation of bases and supplies, so they cannot be easily shifted; thus air units are placed next. The deployment of amphibious forces into action takes a comparatively short amount of time—just the sailing time for the transports to get to the objective, followed by the rapid follow-up of support waves. This is still longer than the sailing time of fast combat ships sailing directly into combat, however, so amphibious units move third and raiding ships move after.

The submarines are special cases because they are symbolic units. They represent the regular occurrence of surprise attacks, so their ability to get a surprise attack each turn has already been assumed in defining the unit. In order to ensure that the submarine always gets this attack, and in order to make it impossible to know where the attack will be ahead of time, the submarine unit is always placed last.

That's the order in which units move. Since the Allies, having broken the Japanese code, always knew what the Japanese were doing before they had to commit their own forces, the Allies always get to move after the Japanese. To compensate somewhat for this enormous advantage, and because for much of the war the Japanese had the initiative enough to determine exactly when operations would be attempted, the Japanese player has the choice of the order in which battles are resolved.

Air units are placed alternately one at a time because both sides could shift them more or less simultaneously to meet enemy redeployments.

The battle sequence was designed on the theory that aircraft would always get to attack at long range before gunnery could get in range, except when ships slipped to within close range at night. Submarines usually had to spend a significant amount of time jockeying into position before they could get a clear shot at ships in the area, so submarine attacks occur after the first round of combat. With defending fleets intercepting invasion forces sailing rapidly for an objective, a marine unit obviously should have to survive the interception battle before it is allowed to land.

THE GAME IN ACTION

The last task was to assign POC values so that the players would place the proper importance of each sea area. From a particular side's point of view, a sea area can have three statuses: under friendly control, in which friendly commerce can move safely; under enemy control, in which friendly commerce is completely prevented; and uncontrolled, in which commerce is possible but can be attacked by light ships, PT boats and the like. Clearly, if commerce in an area was important to one side, then that player should get a lot of POC in that area so he will be motivated to completely control it. On the other hand, if completely stopping enemy commerce in an area was important, a player should get many POC for control there. Places that were important primarily for tactical reasons did not need many POC, since the game's blocking rules would pay tactical rewards to the player who controlled it and thus blocked enemy movement and gained the reconnaissance benefits of controlling the area during a day/night role there.

The basic procedure for assigning POC was to evaluate all the sea areas in comparison with each other, find out how many total POC each area should be worth, assign tentative POC values on the

basis of the value to each side of controlling that area (as explained in the paragraph above), and then shift POC points between the Allied and Japanese in each sea area so the net gain turn by turn would total out to a close game. The historical campaign was examined as if it were a game and POC gained for controlling sea areas each turn, and the POC values were shifted so that the final result was a close Allied win. Then the POC values were examined with an eye for possibilities. Regardless of how well they do early the Japanese should lose if they have nothing left at the end to defend against the final Allied onslaught, so the maximum POC limit was set so that the Allies could win the game on the last two turns no matter how badly they have done up to that time. The Japanese planned perimeter was examined; the Japanese felt that holding this perimeter would be an advantage for as long as they held it, so holding those areas should result in a small Japanese edge in POC each turn. Areas were analyzed as to whether commerce there had to be absolutely protected—in which case enemy raiders could win POC just by breaking enemy control there, as in Japanese Indonesia—or whether gradually more interference with shipping there was worth gradually increasing amounts of POC—so raiders can win POC, but patrollers stopping trade can win even more, as in gradually strangling the Allied supply line through the Coral Sea.

There are a few things worth explaining in the POC values that finally resulted. Indonesia, for whose sake the war was started in the first place, seems undervalued—but this is because the Allied submarine campaign there was devastating, reducing its value far beyond Japanese expectations. Also, since the very vulnerable Japanese shipping had to be protected from even minor raids from adjacent sea areas, some of Indonesia's POC were assigned to bordering areas such as the South Pacific, Bay of Bengal and Marianas. The Indian Ocean contained a moderately important supply route, but the vastness and emptiness of the seas there made it necessary to patrol it constantly to really break the line, so the Japanese get points only for controlling it. The Central Pacific and the Aleutians are important tactically, but otherwise they are worth a net swing of only one POC, which was assigned according to their value in protecting shipping in nearby sea areas. The result is a game in which very large POC swings are possible, but that should average out to a very close game.

In order to win, the Japanese must use their early superiority to garner POC and establish their defensive perimeter, and then hold off the Allied counterattack, which means that they must also preserve their forces. Generally, the Japanese need to be 20 POC ahead by turn 5, because the Allies are sure to gain a lot in the last three turns. In order to gain 20 POC, the Japanese must come outside of their basic perimeter somewhere, sometime—the only question is, where and when?

Attacking towards Bay of Bengal can gain a slow, steady POC profit and has the additional benefit of knocking the British out and making Indonesia far easier to defend; unfortunately, it leaves the United States forces free to get into all sorts of mischief. Capturing Australia can knock the bottom out from under the Allied war effort for tactical reasons, but it is not easy in any case and it is virtually impossible without capturing Port Moresby first, which is no easy task. Gaining POC by attacking and raiding into the Coral Sea and the U.S. Mandate is a much safer, if less profitable, way of gaining POC each turn—and this was indeed what the Japanese were planning to do. Otherwise, the Japanese can gain a few POC in building their perimeter in the Aleutians and Midway, but not enough to win—in the north the perimeter is more

important than the POC. The only other Japanese option is to shoot for the moon and try to take Hawaii. This risks catastrophe, for if the Japanese try it on turn 2 the Allies have a nice counterattack in Indonesia that can knock the middle right out of the Japanese war effort, and if the Japanese try it on turn 3 or later the Allies have swarms of land-based air to make life really rough for the Japanese. The threat against Hawaii must be guarded against, but assuming competent American play it is a dangerous long shot.

The American strategy must be to defend the critical areas, such as Hawaii and Australia, but otherwise to be very, very cautious; the Allies have a way of losing carriers a little at a time, until they are facing a crisis on turn 5. This is particularly important because the Allies really need to make a hole on the Japanese perimeter on turn 5 so that his turn 6 carrier swarm can get into the heart of the Japanese Empire, where all the POC live. At the same time, the Allied player has to be whittling the Japanese fleet down—the Allies will have to divide up their fleet into many groups to gain POC when they swarm out late in the game, but they won't be able to split up if the Japanese have a massed fleet available to pounce on the separate groups. And above all the Allied player must fight for bases—advanced bases where he can use his air units in combat, advanced bases so his ships can stay in advanced positions instead of having to raid each turn from the red ports around the edge of the board.

For the Japanese, expansion, perimeters and raiding. For the Allies, carrier preservation, cautious defense of critical positions, a war of attrition to keep up the pressure on the Japanese, and finally the struggle to capture bases for Allied air use. The illusion is complete.

DETAIL: THE OPTIONAL RULES

One problem with a game designed to represent strategies is that it can easily be inadequate in representing the tactical level of the conflict, and such is the case with *VITP*. It is not crucial, since the game yields casualties in realistic proportions, but it is irritating; so I added the optional rules to jazz up the tactical level of the simulation.

The 9-turn game: This is a slightly different case. As I explained above, Leyte Gulf has a certain showy attraction, even if it did come after the Japanese were really through. But who am I to turn down a showy attraction? Besides, it gives me a chance to trot out the *Shinano*, and who can resist a 60,000 ton aircraft carrier with a 10-inch armored flight deck?

Task Forces: This is the most important of the optional rules, since it recreates two of the most important tactical phenomena in Pacific battles: the desperate search to find the enemy before he finds you, and the cataclysmic results if you do not, and both sides' tendency to have different groups on different missions operating in the same area, with all the risks inherent in having one group caught alone. It is very hard to refight such crucial battles as Savo Island and Midway with any degree of rationality unless this rule is being used.

Gunnery Radar: This just gives the United States ships the capabilities that they actually had. It is not strictly accurate, since the ships were being fitted out a few at a time from mid-1943 on, but giving specific dates would be too difficult, particularly since which ships got fitted out was really a matter of chance, depending on who happened to stop over at Pearl Harbor. Given these reservations, it seemed an optional sort of rule.

Island Combat and Anti-aircraft: These are really scaled-down holdovers from the enormous 33-sea-area version of the game, in which every

division and every carrier air group in the Pacific was represented by a separate counter. It was really kind of fun, and a lot of interesting tactical situations cropped up, so I couldn't resist putting it in the game. The real problem with it, of course, is that you're fighting that many more little battles, which takes that much more time.

OUTTAKES

There are a number of rules that didn't quite get into the box because they would unbalance the game. You might like to use them in the game, if they tickle your fancy; they certainly can add some fireworks to the play.

24. SURPRISE YOURSELF, TOJO

The Pearl Harbor commander almost got word of the attack before it happened because somebody in Washington had read a coded Japanese message and knew that something was up. So, just before executing the Pearl Harbor raid, the Japanese player rolls a die.

24.1 If he rolls a 1, the code-breaker finds General Marshall in Washington right away, instead of having to hunt for him. Marshall is a smart cookie, so he sends out a warning right away (as he did)—and the player rolls the die again.

24.2 If he rolls a 1 again, the messenger boy in Hawaii immediately picks up the telegram and pedals up to the U.S. command to deliver it, instead of having the message delivered just after the attack started. Roll again.

24.3 The Army or Navy commander is in his offices so he immediately gets the message and routinely orders an alert. **THE JAPANESE LOSE ONE ROUND OF SURPRISE ATTACK!** But also, roll again . . .

24.4 The commander in Hawaii immediately sees the significance of the alert! The Japanese bombers come sweeping up over the hills above Pearl Harbor—and find Pearl Harbor EMPTY! (Whadawedonow??) **THE JAPANESE GET NO SURPRISE ATTACKS: THEY CANNOT RUN BEFORE COMBAT—AND** (with their aircraft already committed to the Pearl Harbor strike) **THE JAPANESE CARRIERS CANNOT ATTACK AT ALL ON THE FIRST ROUND OF NORMAL COMBAT, WHICH IS AUTOMATICALLY A DAY ACTION.** The U.S. player rolls normally for his carrier groups before the first round of combat.

24.5 Note that a roll of 2 through 6 at any point breaks the chain at that point.

It is worth noting that the Japanese commanders were worried about this possibility, and it could—just possibly—have happened. The last Japanese recon of Pearl Harbor was early that morning, and if the warning telegram had arrived after that but before the raid . . .

25. OTHER PEARL HARBOR RULES

25.1 The Japanese may assign no more than 10 ships to their Pearl Harbor surprise attack, due to fuel limitations. This is the number of ships involved in the actual raid.

25.2 The first round of combat after the air raid is automatically a "day action"; if the Japanese elect to stay and fight, they must select their targets immediately, *before* the Allied player rolls for his "location uncertain" groups.

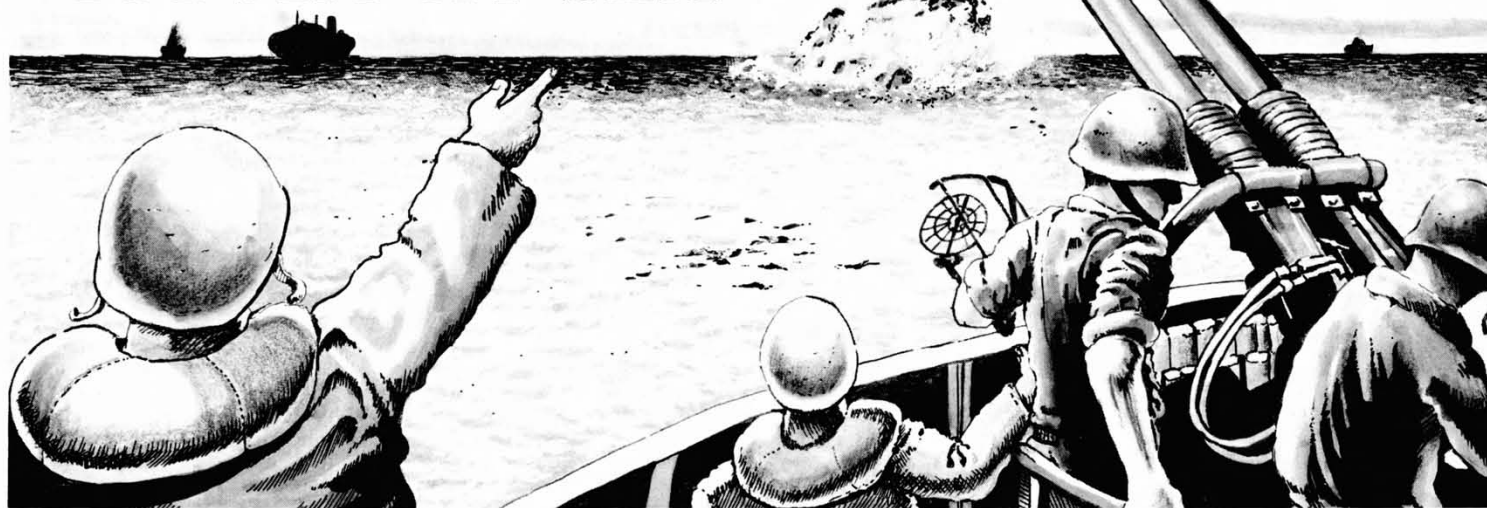
26. DAMAGE CONTROL

26.1 Subtract 1 from each *damage* die roll made against a British 0-2-7 carrier or against the *Taiho* or *Shinano*, because of their armored flight decks. Starting on turn 4, similarly subtract 1 from each damage die roll made against any United States carrier with an airstrike of 4, to reflect improved damage-control procedures after that time.



VICTORY AT SEA

By Richard Hamblen



OLIFF-76

WAR AT SEA and *VICTORY IN THE PACIFIC* use the same game system to recreate the naval wars in the Atlantic and Pacific during World War II. The temptation to link them into one game about the world-wide naval struggle is irresistible—and what can you call such a global scale game except *VICTORY AT SEA*?

1. SEA AREAS: To simulate the war on a global level it will be necessary for the game to include all of the areas where large fleets were deployed—which means that the Caribbean and the supply line around the Cape of Good Hope have to be added to the combined game. These two new sea areas will be added to the *WAR AT SEA* game, *WAS* combat, movement, etc. applying.

1.1 CARIBBEAN: Borders NORTH ATLANTIC and SOUTH ATLANTIC, and the ports UNITED STATES and NEUTRAL. Although the sea area is part of the *WAS* game, its POC count in the *VITP* game: 1 POC to the Allies in *VITP*, or 3 POC to the Japanese. The Allied air strike may be placed in the CARIBBEAN. Only United States, British, French, and, starting turn 3, German ships (and U-Boats) are allowed in the CARIBBEAN—no Japanese nor Italians, and no Germans on turns 1 or 2.

1.2 CAPE OF GOOD HOPE: Borders SOUTH ATLANTIC in *WAR AT SEA* and BAY OF BENGAL in *VICTORY IN THE PACIFIC*, and the NEUTRAL port. It is worth 3 POC to the Germans in *WAR AT SEA*, and nothing to the Allies in either game. No land-based airstrikes can be placed here; only British, Italian, French, German and Japanese ships (including the I-Boat) are allowed in this sea area.

1.3 BAY OF BENGAL: Remains unchanged, except it counts as 1 POC for the British in *WAS*, not in *VITP*—Allied control yields the British 1 POC in *WAS*, Axis control yields the Japanese 2 POC in *VITP*. The British start getting this POC on turn 1, even before the *VITP* game starts, if they control the sea area.

2. NEW UNITS: Since the game is meant to simulate the clash of the great navies, all of the world's major combat ships should be included in the game, including those ships that spent the war guarding the two new sea areas.

2.1 Some new ships have been added to the combined game. Counters for these ships can be found in the insert in this magazine; the time and place of appearance of each ship is given in the *VICTORY AT SEA* order of appearance chart in this article. The new French ships are treated like British ships and are controlled by the British player.

2.2 In addition, some new types of units have been added to the combined game, to reflect important aspects of the world-wide struggle.

2.21 *Surface raiders* were German merchant raiders disguised as peaceful merchant ships; they made life very unpleasant for British shipping in the Southern Hemisphere early in the war.

2.211 The three German surface raiders are available on turn 1; instead of moving normally that turn, they may be placed in any sea area(s) in *WAR AT SEA*, or in the BAY OF BENGAL.

2.212 After that, the surface raiders return to port and move like other German ships.

2.213 Surface raiders cannot attack at all, and they cannot be attacked by gunnery or airstrike attacks. Instead, they are attacked by ASW attacks—in effect, they are lumped in with any U-Boats in the same area(s) and are attacked by the ASW attacks against the U-Boats. The surface raiders take the first casualties, however—the U-Boats take no hits until all the surface raiders in that area have been sunk, and the U-Boats are not disabled until all the surface raiders have been disabled.

2.214 If a surface raider remains at sea in an area after ASW attacks are finished, it cannot be attacked again that turn—and the Allies cannot control that sea area that turn (surface raiders break control just like U-Boats). In addition, if there are

no Allied surface ships in that sea area at the end of the turn, the surface raider controls that sea area (surface raiders count for control like surface ships, if they are unopposed).

2.22 The *Italian Frogmen* counter represents the Italian frogmen who crippled the British Mediterranean fleet late in 1941.

2.221 The Frogmen counter joins the Italian forces on turn 3, but it can be used only once per game—once used, it is removed from play. If not used, the Frogmen counter rolls to change sides on turn 8 just like other Italian counters.

2.222 The Frogmen counter attacks like an additional airstrike, attacking three targets (that are not being attacked by another airstrike).

2.223 The Frogmen can be used only in the MEDITERRANEAN, against MALTA, or against ITALY.

2.3 For the rest of the units, use all the counters in *VITP* and *WAS* combined; if a ship appears in both games, use the counter from *VITP* and discard the *WAS* counter (so the *Washington* is a 5-6-5). *WAS* ships should have their values printed on the back of their counters, so they can be inverted as “raiders” in *VITP*.

2.31 The time and place of appearance of some of these ships has been changed. The new times and places of arrival are listed on the *VICTORY AT SEA* order of appearance chart.

2.32 Ships and units that are not listed on this chart are assumed to appear at the normal times listed in either *WAS* (for British and other *WAS* navies) or *VITP* (for United States and other *VITP* navies). However, British ships can be placed in either ENGLAND or CEYLON on the turn they appear, and United States ships can appear in either UNITED STATES or PEARL HARBOR on their turns of arrival. Note that British ships appear on the turns indicated in *WAS*, except for the changes listed on the chart.

2.33 Use the *WAS* time track to keep track of British, German, Italian, French and Russian

reinforcements, and use the *VITP* charts to keep track of United States, Dutch, Australian and Japanese reinforcements.

3. LINKING THE TWO GAMES: WAR AT SEA and VICTORY IN THE PACIFIC will be played as two separate games, requiring four players: one player controls the Japanese ships and units, one controls the German and Italian ships and units, one controls the United States ships and units, and one controls all the other Allied ships and units. Notice that a player controls his nation's ships regardless of which game those ships are in; of course, the players can loan ships back and forth from game to game so that one player is controlling all of his side's ships in a game, but the player who runs the nation still has final authority about how his nation's ships move.

3.1 VICTORY CONDITIONS: To win *VICTORY AT SEA*, the Allies must win or tie *both* games. The Axis wins the overall game if they win *either* game.

3.2 SEQUENCE OF PLAY: Both games will be played simultaneously. The first two turns of *WAR AT SEA* will be played before the start of *VICTORY IN THE PACIFIC*; thereafter the two games will be played simultaneously, with turn 1 of *VITP* being played at the same time as turn 3 of *WAS*, turn 2 of *VITP* at the same time as turn 4 of *WAS*, and so on. So that both games will end on the same turn, *two turns are added to the end of WAR AT SEA*, so *WAR AT SEA becomes a 10-turn game*. For simplicity's sake the *WAR AT SEA* turn numbering system will be used to identify turns in the combined game—so *VITP* starts on turn 3.

3.21 All Japanese, United States, Australian and Dutch ships and units are set up normally for the start of a game of *VICTORY IN THE PACIFIC* all other United States ships listed on the *VICTORY AT SEA* appearance chart for turn 3 of the combined game are placed in the CARIBBEAN. All of these ships must remain where they are, inactive, until the *VITP* game starts on turn 3. All sea areas remain controlled by the side that controls at the start of *VITP*—except BAY OF BENGAL and (see 3.231) INDONESIA.

3.2 The British player then sets up all British ships available on turn 1 in any available ports in *WAS* or *VITP*: ENGLAND, MALTA, NEUTRAL COUNTRY, CEYLON or SINGAPORE, and makes his first move. The German player then sets up his surface raiders in any sea area in *WAS*, sets up his other ships in Germany, and the players proceed to play the first two turns of *WAR AT SEA*. (Both sides' ships can move into the CAPE OF GOOD HOPE and to and from the *VITP* board as explained below, but Axis ships may *not* move into the CARIBBEAN during turns 1 and 2.) British ships cannot enter Japanese-controlled areas until the game of *VITP* begins.

3.23 On turn 3 the *VICTORY IN THE PACIFIC* game begins. The following special rules apply:

3.231 The British must have two *patrolling* battleships (3-3-6 or better) in Indonesia when the Japanese ships on "raid" start to move, or the Allied control in Indonesia is *immediately* removed, allowing Japanese raiders to pass through Indonesia and enter INDIAN OCEAN and BAY OF BENGAL.

3.232 The British do not move for turn 3 in *WAR AT SEA* until after the "LOCATION UNCERTAIN" groups are rolled for (after the Pearl Harbor strike) in *VITP*. All groups that do not appear in CENTRAL PACIFIC or HAWAIIAN ISLANDS are placed in the CARIBBEAN. *Then:*

3.233 The British player rolls once for each ship in the CARIBBEAN. On a roll of "6" that ship is placed in the NORTH ATLANTIC sea area (doing "neutrality patrols" when the war breaks out), and

otherwise that ship remains at sea in the CARIBBEAN. Then the players proceed to finish turn 3 in the two games normally.

3.24 Except as noted above, once *VITP* starts the two games should be played simultaneously, turn by turn, with *WAS* movement treated as "patrolling" and with the Japanese moving first, the Allies next and the Germans and Italians last. Specifically, the turn sequence is:

3.241 Japanese move their patrolling ships, then Allies, then Germans and Italians; this includes ships moving to, from or between *WAR AT SEA* sea areas (including the two new sea areas). Repairs are done.

3.242 Air strikes are placed in the two games, according to the rules for those games.

3.243 In *VICTORY IN THE PACIFIC*, the Japanese player moves all his marine units and then the United States player moves all his marine units. These may not enter the *WAS* game.

3.244 The Japanese player moves his "raiding" ships, then the Allies move their "raiding" ships, and finally the Germans move any "raiding" ships they have in the *VITP* game. "Raiding" ships are not allowed in *WAR AT SEA*—they may not enter, leave nor move between *WAR AT SEA* sea areas.

3.245 The Japanese player places any submarines, then the Allies, then the Germans, subject to the placement limitations explained in section 3.4. below. This completes movement; combat is resolved in the games separately.

3.246 Ships and units still at sea at the end of the turn may return to port, including returning to ports in the other game, subject to the limitations explained below, in section 3.3.

3.3 SHIP TRANSFER: Ships may move between the games either between turns or during movement during the turns. Ships from one game are limited as to where they can go in the other game, however.

3.3 If the Japanese are ahead in *POC* in *VITP*, then Japanese ships and the I-Boat may be placed in NEUTRAL COUNTRY and CAPE OF GOOD HOPE, but not in any other *WAS* ports or sea areas. If the Axis is ahead in *POC* in *WAS*, then German ships are allowed in CEYLON (if friendly) or BAY OF BENGAL, but no more than one U-Boat may be in BAY OF BENGAL in a turn. No other *VITP* sea areas or ports may be entered, and the Italians may not enter the *VITP* board at all.

3.42 Russian ships must remain in the BALTIC, and Dutch and Australian ships may not leave the *VITP* board. British, French and United States ships are allowed in both games, but are restricted as to the ports they are allowed to use.

3.421 The UNITED STATES is the only port that United States ships can use in *WAR AT SEA*; they can enter no other ports in that game. In *VITP*, United States ships may *not* base at CEYLON.

3.422 The British and French can use any Allied or neutral port in *WAR AT SEA*; they are subject to the normal limitations in *VITP*, *except* that there may be *one* British or French ship based at Pearl Harbor (if friendly) each turn (this is in place of the *Victorious* in the regular game).

3.323 Marine units, *VITP* air units and the F-Boat may not be placed in any *WAR AT SEA* sea area; *WAS* air strikes may not be placed in *VITP*, and only one U-Boat per turn can be in *VITP*, in BAY OF BENGAL.

3.33 Ships that are still at sea in certain areas at the end of the turn can transfer to the other game by returning to certain ports in that other game. Only ships that are at sea at the end of the turn can use this rule, however: ships that return to port earlier, either because they failed their speed rolls, were disabled in combat or retreated from combat, cannot change games.

3.331 Ships at sea in the CAPE OF GOOD HOPE can return to CEYLON, if it is friendly. In addition, British or French ships at sea in MEDITERRANEAN can return to CEYLON (via the Suez Canal, of course).

3.332 Ships at sea in BAY OF BENGAL may return to NEUTRAL COUNTRY. In addition, British or French ships at sea in BAY OF BENGAL can return to MALTA (again, the Suez).

3.333 United States and British ships at sea in the NORTH PACIFIC or HAWAIIAN ISLANDS can return to the UNITED STATES (via the Panama Canal, of course).

3.334 United States and British ships in the NORTH ATLANTIC or CARIBBEAN sea areas can return to PEARL HARBOR, subject to the limit of one British or French ship basing there per turn; if Pearl Harbor is controlled by the Japanese, United States ships can return to SAMOA but British and French ships cannot.

3.34 Ships can move from game to game if they move when "patrolling" ships are being moved.

3.341 Ships in NEUTRAL COUNTRY may move through CAPE OF GOOD HOPE (if not enemy-controlled) and enter BAY OF BENGAL as "patrolling" ships. If they fail their speed rolls, they are inverted, becoming "raiders." Similarly, British or French ships in MALTA may move through MEDITERRANEAN (if not Axis-controlled) into BAY OF BENGAL, making speed rolls.

3.342 Japanese, German, French and British ships in CEYLON may move through BAY OF BENGAL (if uncontrolled by the enemy) and enter CAPE OF GOOD HOPE; if they fail their speed rolls, they must return to NEUTRAL COUNTRY immediately. Similarly, British or French ships in CEYLON may move to MEDITERRANEAN, returning to MALTA if they fail their speed roll.

3.343 No other movement of ships from game to game is allowed. Notice that ships moving between games move while "patrolling" ships are being moved in *VITP*, and that they must make speed rolls since they are moving two sea areas; ships moving into *WAS* return to port if they fail their speed rolls, while ships moving onto *VITP* become raiders.

3.35 The I-Boat and the one U-Boat can be placed in the BAY OF BENGAL or CAPE OF GOOD HOPE when submarines are placed.

3.36 Important: Whenever the Japanese are not ahead in *POC* in *VITP*, Japanese ships and the I-Boat are not allowed in *WAS* sea areas; Japanese ships already in *WAS* sea areas are automatically placed in BAY OF BENGAL as raiders at the start of the next turn, regardless of who controls what sea areas. Similarly, German ships and U-Boats are not allowed in *VITP* if Germany is not ahead in *WAS*; German ships in *VITP* are automatically placed in CAPE OF GOOD HOPE at the start of the next turn, without making speed rolls.

4. RULES CHANGES:

4.1 The method of combat resolution depends on which game the ships and units are in, but ships—and airstrikes—that have the attack bonus in one game also have it in the other game.

4.11 In *WAS* air strikes attack once per turn, after ASW combat but before normal combat. A target can be attacked by no more than one airstrike factor per turn (a frogman attack counts as an airstrike for this purpose). United States carriers have full ASW (3 rolls). The I-Boat cannot be attacked by ASW; the F-Boat is not allowed in *WAS*.

4.12 In *VITP* air strikes attack repeatedly, once per "day action," and can be attacked. All of an airstrike's factors must attack en masse against the same target each time the airstrike attacks; gunnery

factors attack only during "night actions." U-Boats in *VITP* are attacked by ASW in the same way they are attacked in *WAS*, before the U-Boats attack (and the U-Boats do *not* get the attack bonus); surviving U-Boats do break control in that sea area.

4.2 The Italian cruisers are allowed only in NORTH ATLANTIC, SOUTH ATLANTIC, CAPE OF GOOD HOPE, MEDITERRANEAN, ITALY, FRANCE or NEUTRAL COUNTRY.

4.3 United States ships in the UNITED STATES roll for placement on turn 3 only (roll a 6, place the ship in NORTH ATLANTIC, any other roll place in CARIBBEAN); from turn 4 on all ships in the United States are always free to move. United States ships in *WAS* must ALWAYS return to the UNITED STATES, however—they may not base in any other *WAS* ports. Within this restriction they may move freely—they can enter NORTH ATLANTIC or CARIBBEAN, and, with a speed roll, BARENTS SEA, NORTH SEA, and SOUTH ATLANTIC.

4.4 *Important:* If the German player gets U-Boat reinforcements when his U-Boat fleet is already at full strength, he may defer taking the reinforcements until he needs them—in other words, he may "save up" U-Boat reinforcements he gets when he is at full strength.

5. AND AS AN ADDED BONUS . . . (OPTIONAL)

5.1 Sections 1-4 above define *VICTORY AT SEA*, based on the assumption that Japan will attack on December 7, 1941. This is a good assumption, but it is also interesting to examine the possibilities inherent in an earlier—or later—Japanese attack. This section allows the players to recreate this possibility, if they wish . . .

5.2 *The Situation on Turn 1 . . .* The Japanese and United States players set up their starting forces (except the British ships, which are under the control of the British player in *WAS*) normally, and then remove the ships and units that are listed as arriving on turns 2 and 3 on the *VICTORY AT SEA* chart; these units are not available on turn 1.

5.3 The reinforcements listed on the *VICTORY AT SEA* chart are placed at the start of each turn, and are available to be used that turn. They *must* be placed in the areas indicated, until the Japanese player attacks.

5.4 Port, base and sea area control counters are set up normally for a game of *VITP*, except that *SAIGON* is Allied-controlled at the start of the game.

5.5 From the start of turn 1, all Japanese, United States, Australian and Dutch ships and units can move normally, *except:*

5.51 If the Japanese have not yet attacked at the end of the turn, then each nation's ships must return to certain ports:

5.511 Australian ships must return to Australia.

5.512 The Dutch ship must return to Singapore.

5.513 United States ships at sea must return to Samoa or Pearl Harbor.

5.514 Japanese ships and units must return to YOKOSUKA NAVY YARD, TRUK or (if friendly), SAIGON.

5.52 If the Japanese have not yet attacked, no Japanese units may enter sea areas controlled by the Allies and no Allied (including British) units can enter sea areas controlled by the Japanese.

5.53 If the Japanese have not yet attacked, certain units cannot be moved at all.

5.531 The United States ships and units listed as starting in PEARL HARBOR cannot move.

5.532 The Houston, in the Philippines, cannot move.

5.533 The Japanese I-Boat cannot move.

5.534 The "LOCATION UNCERTAIN" groups remain off the board, unusable, until the fighting begins.

5.535 The United States air units must remain in the areas listed for them.

5.54 United States ships that transfer to the Pacific from the CARIBBEAN must join the PEARL HARBOR group, and thus cannot move (and are subject to the surprise attack).

5.6 The game proceeds normally, turn to turn, before the fighting starts.

5.61 Sea areas are controlled normally, and POC is awarded normally. To make up for the POC that the Allies should gain (and to reflect the deteriorating Japanese position once the Allies froze all Japanese assets), the Japanese start the game 8 POC ahead on turn 1.

VICTORY AT SEA . . . Cont'd. on pg 32, col. 3

VICTORY AT SEA ORDER OF APPEARANCE CHART

British, German, Italian and Russian ships not listed below appear on the turns listed on the *WAS* time track.

United States, Dutch, Australian and Japanese ships and units not listed below appear on the turns listed on the *VITP* charts. The "starting forces" listed in *VITP* are assumed to be available and placed at the start of turn 1 in *WAS*, turn 1 of the combined game—two turns *before* the normal start of *VITP*.

Ship names in italics indicate new units/ships.

TURN (WAS)	NO. (VITP)	BRITAIN/France	UNITED STATES	AXIS
Start	(-1)	<i>Berwick, York, Argus, Furious, Cornwall, Shropshire, Hermes</i> (in ENGLAND, MALTA, NEUTRAL, CEYLON and SINGAPORE)	New York, Texas, New Mexico, Idaho, Mississippi, <i>Arkansas, Ranger, Wichita, Tuscaloosa, Augusta</i> (all in CARIBBEAN)	<i>Orion, Penguin, Atlantis</i>
2	(0)	—	Wasp (in CARIBBEAN)* 7 A.F. (in PEARL H.)**	Shokaku (at YOKOSUKA NAVY YARD) 24 AirFlot
3	(1)	<i>London</i> (in ENGLAND or CEYLON)	Hornet (in GROUP Z)* Washington (in CARIBBEAN)* 5 A.F. (in INDONESIA)**	Zuikaku (at YOKOSUKA NAVY YARD) Zuiho (at YOKOSUKA NAVY YARD) 25, 26 AirFlot Italian Frogmen
4	(2)	Indomitable in CEYLON or ENGLAND	—	—
5	(3)	—	—	—
6	(4)	—	Massachusetts (in PEARL HARBOR or UNITED STATES)	—
7	(5)	—	Alabama (in PEARL HARBOR or UNITED STATES)	—
8	(6)	<i>Lorraine</i> (in NEUTRAL)	Iowa (in PEARL HARBOR or UNITED STATES)	—
9	(7)	<i>Richelieu</i> (in NEUTRAL) <i>Indefatigable, Immacable</i> (in ENGLAND or CEYLON)	—	2 U-Boats
10	(8)	—	—	1 U-Boat

British starting forces not listed above can start in ENGLAND, MALTA, NEUTRAL, CEYLON or SINGAPORE. British reinforcements not listed above appear in ENGLAND or CEYLON. United States starting forces (and other *VITP* Allied units) not listed above start turn 1 in the locations specified on the ALLIED STARTING FORCES chart on the back of the *VITP* rulebook. United States reinforcements not listed above appear in the UNITED STATES or PEARL HARBOR.

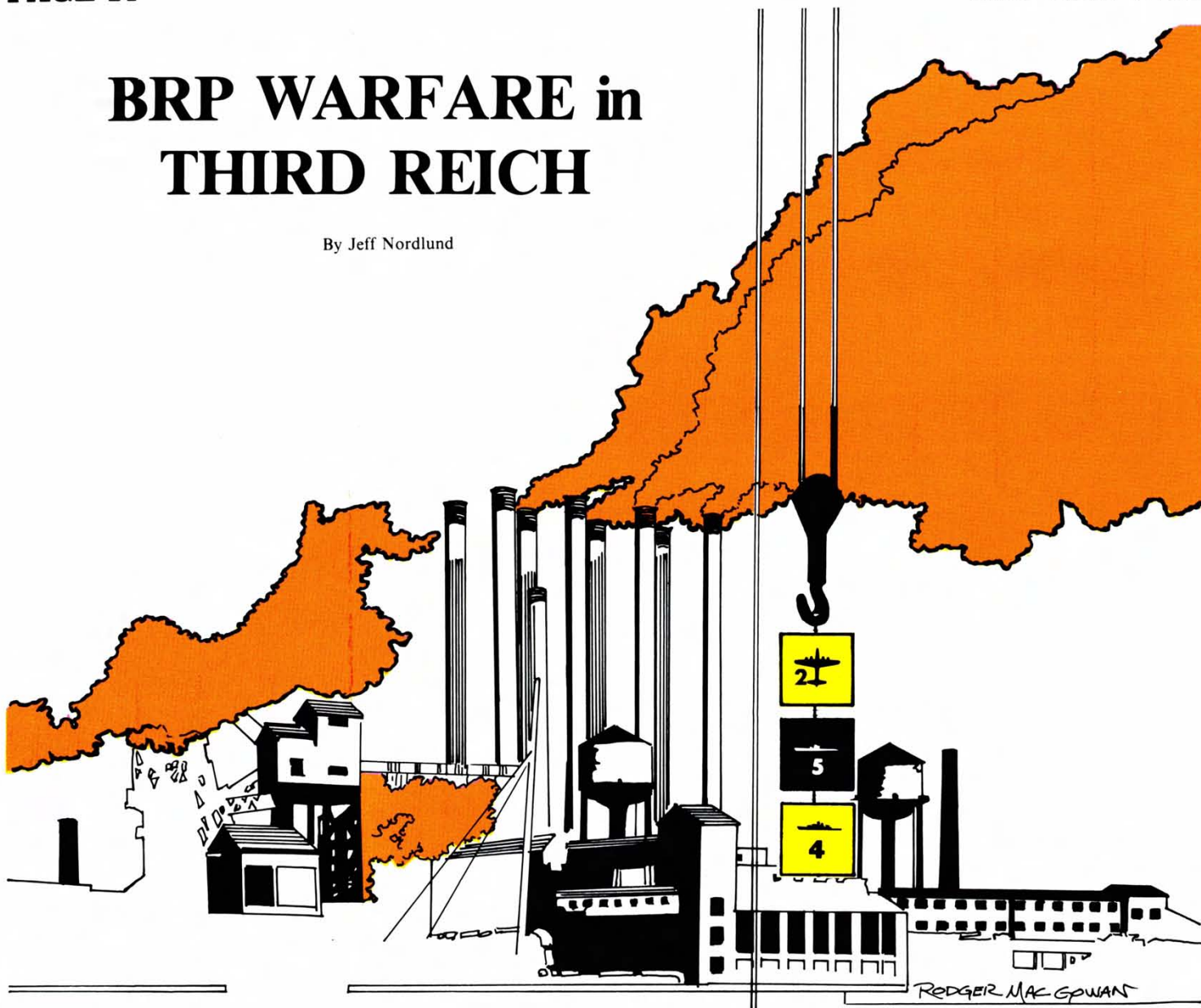
Japanese starting forces not listed above start on turn 1 in the locations specified on the JAPANESE ORDER OF APPEARANCE card in *VITP*.

*If *VITP* war has already begun, may appear in PEARL HARBOR or UNITED STATES.

**If *VITP* war has already begun, place like normal air unit.

BRP WARFARE in THIRD REICH

By Jeff Nordlund



There comes a time for nearly every player of *THIRD REICH* when he sees a once-in-a-game opportunity. Maybe it's something as simple as a hole in the defense's line that could be exploited. Or maybe it's something more complex, as the chance to wear down the opponent irreparably with a massive offensive. But inviting as the opportunity may be, the player can't make it work—not for a lack of tactical ability—but for a lack of basic resource points (BRPs).

It's a frustrating moment. The poor player can only dream of things that might have been—Germans goose-stepping along Downing Street or Allies awakening Hitler from his sleep in the Chancellery—and turn his mind to endeavors within his means.

Then too, there is that moment when a player sees that everything has seemed to work perfectly. His strategic plans mesh with his BRP totals. The player seems to possess a keener insight into *THIRD REICH* than the player who is BRP bankrupt.

These are the opposite ends of the player spectrum, and it's likely you've been at both sides at different times. The sorrowful thing is that you probably don't know how you got there, and how to do it—or not to do it again. That's what this article is all about.

It seems time, several years after *THIRD REICH*'s release, to examine the one element that makes it unique among other strategic warfare games—the BRP. Other articles have dealt with other subtleties, but little has been said about the BRP. It's a main ingredient in every win and an equally important reason for every loss. *THIRD REICH* isn't won through tactical brilliance, though that is important, as much as it's won by sound strategic concept. And at the heart of any *THIRD REICH* strategy is a consideration of the BRP.

For those unfamiliar with the perplexing, vexing, overwhelming and always stimulating game of *THIRD REICH*, a quick explanation of BRPs is in order. A BRP is a unit of measurement which, when totalled, roughly determines that country's ability to wage war. More simply, and in terms of the game itself, a BRP is a unit of payment which all the powers use for nearly everything they do. If they want to declare war, that takes BRPs. If they want to conduct an offensive, that costs them too. Build new units, refit damaged ones—nearly everything is paid for with BRPs. And each country has a limited supply of them.

There is no better indication of the direction of the game than a quick look at each country's BRP track. The side with more BRPs is certainly on the

offensive—or it should be—and the side with fewer BRPs is usually waging a defensive battle. As one might expect, the Axis has the edge in BRPs early in the game, and it gradually decreases until a parity with the Allies is reached by 1942. At the end of the game, the pendulum has swung completely in favor of the Allies, who possess an enormous BRP advantage.

As can be seen, this is roughly the way the initiative went in the war itself. Clearly, the BRP gives impetus to the tides of war. To imagine a side with fewer BRPs winning the game is difficult and can only happen when the losing player has allowed the enemy to defeat him by not engaging all the units and resources the loser had at his disposal.

Chart #1, based on several campaign games I played recently, indicates the average Year/Start BRP allocations for each of the major powers. It's included not only to support the statement that war initiative follows the BRP difference between each side, but also because BRP strength from year to year is the major consideration for that year's strategy of a particular country. The total will reflect the ability the power has to mobilize troops, pay for offensives and withstand the "BRP attrition" of combat.

The BRP strengths are estimates, of course, and there is no promise that every game will yield totals close to the ones presented. But they are averages, and when determining the best strategy for a game what else has a player to use but his knowledge of what usually happens? The figure in parenthesis, incidentally, refers to the usual BRP base figure of the power that year. The games on which this chart was based tended to follow the historical case fairly accurately.

Given these totals, a player should ask himself prior to the game how he can raise his side's total and/or reduce his opponent's. It is, after all, not how many BRPs a side has that matters, but how many *more or less* than his opponent that does. This is an important distinction to remember.

For the player to understand how to increase his edge in BRPs, he must grasp the fundamentals of how BRPs are gained, how they are lost, and what to do with them during the play of the game. From there strategies can be developed.

It is important to emphasize here that the BRP shouldn't be the main consideration for a player of *THIRD REICH*. Winning the game should be the ultimate goal. The game isn't won because a side has achieved some sort of BRP edge over the other side. It is won by conquering capitals and objectives. But the more a player grows experienced in play of the game, the more he realizes very little can be accomplished without a solid BRP policy from start to finish.

GAINING BRPs

SAVINGS BRPs: Some players are bound to think one of the best ways to increase the number of BRPs they have is by saving as many as possible each year in order to raise the BRP base figure. In theory, this is sound, but in practice it is not as promising. It turns out it is best to adopt a savings policy early, if at all, and even then the effects will be minimal.

This does not mean, however, to go out and needlessly spend BRPs so that there is nothing on which to achieve some base growth from year to year. But when faced with a choice of spending BRPs for something worthwhile or saving, the rule of thumb is to spend them. There are several reasons for this, but put simply the return on any investment of BRPs is relatively slow in coming, and the game is short in the number of years played. Those BRPs would probably be better spent in building new units or conducting offensives which may achieve important strategic goals.

Raising the BRP base of a country one year results in a net savings to the country equal to the raise times the number of years remaining in the game, minus the initial investment. For instance, if Germany manages to save 10 BRPs in 1940, her base is raised from 150 to 155 BRPs in 1941, because of her 50 per cent growth rate. Though this means Germany has five *more* BRPs to spend in 1941 than she would have had she spent everything in 1940, she also spent 10 *less* than she could have had she used all her BRPs in 1940. This is a net loss of five BRPs.

Following the example further, say Germany saves nothing in 1941. Her base is 155 again in 1942. This is still five more BRPs than it would have been had she not saved anything at the end of 1940. But the initial investment must be paid before any profit shows. So, two years after that savings of 10 BRPs, Germany has just broken even. It won't be until the third year following the savings that any profit will show.

The effectiveness of saving depends on each country's growth rate. Chart #2 details what happens to the powers' BRP totals when they follow certain savings plans. Though in the case of each

CHART #1						
AVERAGE BRP STRENGTHS IN CAMPAIGN GAME						
Year	Germany	Italy	Britain	France	Russia	United States
1940	193(150)	95(75)	139(125)	103(85)	116(90)	— —
1941	267(150)	95(75)	145(135)	— —	125(100)	— —
1942	345(160)	100(75)	140(120)	— —	100(100)	270(270)
1943	345(160)	100(75)	160(130)	— —	110(110)	300(300)
1944	370(170)	— —	200(150)	— —	135(110)	360(350)
1945	250(190)	— —	250(170)	— —	150(115)	440(390)

AVERAGE BRP STRENGTH OF ALLIES AND AXIS			
Year	Allies	Axis	Actively allied powers:
1939	210	225	Britain and France. Germany and Italy.
1940	242	288	Britain and France. Germany and Italy.
1941	270	362	Britain and Russia. Germany and Italy.
1942	510	445	Britain, Russia and U.S. Germany and Italy.
1943	570	445	Britain, Russia and U.S. Germany and Italy.
1944	695	370	Britain, Russia and U.S. Germany.
1945	840	250	Britain, Russia and U.S. Germany.

Note: In top chart, the figure in parenthesis is the base.

country there is one plan that yields the highest return of BRPs by the war's end, it isn't always the best one to follow. There are other considerations. For instance, one power may prefer to get its maximum BRP return earlier in the game, so it must opt for a shorter, if any, savings plan.

Then too, is the consideration that no player can determine at the start of the year, let alone the start of the game, how many BRPs he plans to save each year. Events during the game largely determine that for him. So to say he will save 10, 20 or however many BRPs that year is impossible. But at the start of the game, using this chart and his own experience of how certain strategies affect BRP totals, a player should be able to adopt a realistic "posture" towards savings.

Study Chart #2 carefully. Notice that a savings program that continues throughout the game isn't as effective as one that starts early and then ends somewhere in the middle of the game. As can be seen, saving isn't a very effective method alone in gaining BRPs. It's marginally effective at best. And its employment must always be weighed against the option of spending those BRPs on something worthwhile the year in which they are first received.

CONQUEST OF MINOR NEUTRALS:

Assume a minor neutral country could be conquered in one turn with a relatively insignificant number of losses to the attacker. Assume again that the minor country is worth 10 BRPs. The cost of an offensive is 15 BRPs, and the cost of a minor declaration of war is 10 BRPs. This expenditure of 25 BRPs, plus losses, becomes one side of the balance in determining whether it's smart to invade a minor neutral for a profit in BRPs. The other side of the balance is the BRP-worth of the country. 10 in this example, times the number of years the capital can be held.

If the invasion is successful, and for the sake of simplicity the attacker's losses are zero, he has spent 25 BRPs to gain an additional 10 BRPs each year he controls the country. So, the first year following conquest the attacker is actually 15 BRPs "in the hole." The following year he is still five BRPs down. It's in the third year the invasion will show a profit.

This example paints a bleaker picture of minor neutral conquest than is actually the case, however. Especially for the Axis powers who have the early initiative in the game and therefore the first crack at all the minor countries, this is the best method of gaining BRPs. Consider Germany, for instance, which for the cost of one western front offensive (15 BRPs) and five declarations of war (50 BRPs) can conquer Norway, Denmark, Netherlands, Belgium and Luxemburg in just one turn as early as Winter, 1939. That is an investment of 65 BRPs plus losses for a return of 50 BRPs every turn the capitals are held. Clearly, the German player can expect to hold the countries at least two years and show a profit.

This evaluation method outlined here assumes there isn't any intervention by another major power. There can be none, incidentally, if the conquest takes only one turn. But when there is intervention, the BRP-worth of the venture is seldom profitable. These conquests are made with other strategic considerations in mind.

The BRPs to be gained by any conquest may not always be sufficient reason to declare war on a minor neutral. The amount of time, the number of troops and whether the invasion actually contributes to the goal of winning the game need to be considered, too.

To continue the example of Germany attacking the five minor neutrals in western Europe early in the game, the attacks take a considerable share of her forces. It's likely that all Germany will be able to do that turn is invade the minors. But the BRP-worth, which has already been shown to be profitable, and the location of several of the countries make the attacks necessary. From Belgium and Luxemburg, the invasion of France can be launched, and from Norway the Mumansk Convoys can be contested. These strategic points, in addition to the BRP profit, tip the scale to one side quite heavily.

Other minor countries have BRP values even more inviting than the western European ones, but for various reasons aren't as good risks. Don't begin to think the only consideration should be BRPs. "Time is money" the saying goes, and often wasting time is as bad as wasting BRPs. No country should

CHART #2

POSSIBLE SAVINGS PLANS FOR THE MAJOR POWERS

(In each year the country saves, she saves 10 BRPs.)

	No Saves	Saves in '40	Saves '40-'41	Saves '40-'42	Saves '40-'43	Saves '40-'44
GERMANY (50% growth)						
1939	150 (150)	150 (150)	150 (150)	150 (150)	150 (150)	150 (150)
1940	300 (150)	290 (150)	290 (150)	290 (150)	290 (150)	290 (150)
1941	450 (150)	445 (155)	435 (155)	435 (155)	435 (155)	435 (155)
1942	600 (150)	600 (155)	595 (160)	585 (60)	585 (160)	585 (160)
1943	750 (150)	755 (155)	755 (160)	750 (165)	740 (165)	740 (165)
1944	900 (150)	910 (155)	915 (160)	930 (165)	910 (170)	900 (170)
1945	1050 (150)	1065 (155)	1075 (160)	1080 (165)	1080 (170)	1075 (175)

	ITALY (20% growth)		UNITED STATES (60% growth) No saves			
1939	75 (75)	75 (75)	— —	— —	— —	— —
1940	150 (75)	140 (75)	— —	— —	— —	— —
1941	225 (75)	218 (78)	— —	— —	— —	— —
1942	300 (75)	296 (78)	260 (270)	260 (270)	260 (270)	270 (270)
1943	375 (75)	374 (78)	536 (276)	536 (276)	536 (276)	540 (270)
1944	450 (75)	452 (78)	812 (276)	808 (282)	789 (282)	810 (270)
1945	— —	— —	1080 (276)	1088 (282)	1090 (288)	1077 (270)

	GREAT BRITAIN (40% growth)					
1939	125 (125)	125 (125)	125 (125)	125 (125)	125 (125)	125 (125)
1940	250 (125)	240 (125)	240 (125)	240 (125)	240 (125)	240 (125)
1941	375 (125)	369 (129)	359 (129)	359 (129)	359 (129)	359 (129)
1942	500 (125)	498 (129)	492 (133)	482 (133)	482 (133)	482 (133)
1943	625 (125)	627 (129)	625 (133)	619 (137)	609 (137)	609 (137)
1944	750 (125)	756 (129)	758 (133)	756 (137)	750 (141)	740 (145)
1945	875 (125)	885 (129)	891 (133)	893 (137)	891 (141)	885 (145)

NOTE: The first figure in each yearly line represents the TOTAL base-figure BRPs spent up to and including that year. The figure in parenthesis is the BRP base-figure for that particular year. This chart does not take into consideration BRP growth through any means other than by savings. It is assumed every year a country saved, she saved 10 BRPs and spent the rest of the year's BRPs. It is also assumed that in all cases, each country spent its entire sum in 1939 when there is no permanent growth.

be an invasion target, no matter what its BRP-worth, if its conquest won't contribute to the overall goal of winning.

Chart #3 details the worth of many minor countries, the number of turns in which they can usually be conquered, the total BRPs spent by the attacker and the number of BRPs he can derive from possession of the minor as the game progresses. Some minors are better risks than others. Two of the countries, Spain and Turkey, are the worst risks of all. Though conquest may be accomplished fairly quickly, hanging on to them is something entirely different.

LOANING BRPs: Lending and receiving BRPs, as one might expect, do little to increase that

side's BRP total in relation to the other side's tally. So, though British and American help to Russia is essential in the game, for instance, the transfers of BRPs do nothing to increase the advantage or deficit the Allies have with the Axis at the moment.

Loaning BRPs is actually more a device to make certain all countries on a given side are at relatively equal fighting abilities, so that each can maintain even pressure on the enemy.

The only way in which loans can be used to increase a side's total is by the transfer of BRPs from countries of lower growth rates to those of higher ones. Rules prevent a back-and-forth lending arrangement between nations, probably because of this very strategy turning into a loophole and causing unrealistic results. Russia cannot lend

BRPs to anyone. Still, Italy can lend to Germany, and Britain can lend to the United States.

The catch here is that once the direction of BRP loans between two countries has been set, it cannot be reversed. If Italy grows BRP bankrupt late in the game and she has already lent to Germany, there is nothing short of sending troops Germany can do to help her ally. But the practice does have a historical precedent, since the Germans did demand and receive Italian goods early in the war, and later Germany did wind up defending Italian soil.

To use the example of Italian BRPs lent to Germany, let's see how effective this practice can be for the Axis. Assume Italy has 10 BRPs remaining after builds in the Winter, 1940 turn. If she keeps those BRPs and factors them into her 1941 year/start BRP base growth, it gives her an increase of two BRPs. If Italy lends the BRPs to Germany, the Germans' BRP base can grow by five. That's an increase of three BRPs for every 10 lent. That savings can then be multiplied by the number of years left in the game. Therefore, such a loan in the Winter, 1940 turn results in a net profit of 15 BRPs by 1945. That's enough for an extra offensive or several more rebuilt units.

Loaning BRPs, like saving them, isn't a very effective means of raising a side's BRP total. But it could result in a small profit and when added with saving and conquest of minor neutrals gives a side several alternatives that all contribute to help the BRP situation.

SPENDING BRPs

FORCE POOL UNIT CONSTRUCTION: A country can lose BRPs for building new troops and rebuilding damaged ones from the force pool. At the beginning of the game, every country has units still to be built (mobilize). The cost of this mobilization ranges from cheap, as in the case of France, to expensive, as in the case of Germany. Some countries can mobilize in one or two turns and keep rebuilding lost units immediately, while others will have a difficult time doing so.

A look at Chart #4 will show the relative problems each country faces in trying to build the new troops that are available to her at the beginning of the game and at various times afterward. As can be seen, France, for instance, can mobilize her small forces in the fall of 1939 for a cost of 24 BRPs and be as ready as she will ever be for the German invasion. On the other hand, Germany, England and the United States have a very difficult time building new troops, because they must weigh that expenditure of BRPs with an equally pressing one to spend them on offensives and declarations of war. For those latter countries, the choice of which units to build becomes critical.

This is most true for those powers that are on the offensive when they enter the game. Their problem is finding that proper balance between builds, offensives and declarations of war.

Since offensive movement is usually achieved by the concentration of overwhelming power in a small area, the offensively-active power should pause at the start of the game and decide what it needs to build to achieve the battlefield results it desires.

If Germany, for instance, plans massive breakthroughs into France in her first turns of the game, she has little option but to build as many armor units and air force factors as possible. This is a very expensive proposition. But since the Germans often start the game with one or two turns of minor neutral conquests, they may not need that breakthrough potential immediately.

Germany may still need concentrated power, though, in order to win battles and conquer the minor capitals. It may come as a surprise to some players that the cheapest way to concentrate attack

power in *THIRD REICH* is not with armor-air force attacks. It is, instead, by attacking with infantry and air force.

A quick computation proves this. Assume Germany needs eight attack factors to either come from one hex or from one hex and the rest added by air power. The cost of eight armor factors (two 4-6 counters) is 16 BRPs. The cost of six infantry (two 3-3 counters) and two air force factors is only 12. That's a savings of four BRPs. This is an important consideration for Germany most of all. She can use this to her advantage more easily, especially if she fears an Attrition counterattack by the enemy the next turn. Having advanced infantry, not armor, into the vacated defender's hex in her attack, she won't be as reluctant to "pick up" her units for attrition losses and deny the enemy the hex. So, infantry-air force attacks are doubly worthwhile in certain instances.

Along this same line of battlefield economy, it is often a popular practice to attack repeatedly at odds of 1-1 and 2-1 along a front, thinking the attacks are draining BRPs from the defender faster than they are from the attacker. The truth is that this isn't usually the case.

Though the odds of occupying the defender's hex (an important consideration) are almost always better than 50-50 for the attacker even in 1-1 battles, the average BRPs lost is generally heavier for the attacker than the defender in low-odds attacks. Chart #5 details the way in which the average BRP losses of a particular battle can be computed. The equations draw heavily from the excellent article by Robert Beyma in *THE GENERAL* (Vol. 13, No. 4). Also given are several examples of the average losses to attacker and defender in common battles.

Suffice it to say, the low odds attack is generally not a profitable venture for improving a BRP situation. But as any player of *THIRD REICH* knows, this isn't the only consideration to attack. It may go a ways in making the "offensive attrition" tactic less inviting, though.

DECLARATIONS OF WAR AND OFFENSIVE OPTIONS: There isn't much a player can do to cut down spending BRPs in this phase of the game. Declarations of war should be a consideration, of course, when determining whether a minor country is worthwhile to invade for BRPs. Offensives, however, can be saved from time to time if a player realizes the advantages an Attrition option can have over an Offensive.

An Attrition option is a valuable tool for a country fighting a defensive battle. Here is why. Assume the enemy is on the attack along a front. He possesses more troops and—most important—air superiority. There really isn't much the defender can do in the way of an Offensive option in this case. But things an Attrition option can accomplish are significant.

First, an Attrition completely ignores the other side's strength on the entire front. Its success depends only on the strength of the "attritioner." So, instead of worrying about whether or not the enemy is going to commit that powerful air force as defensive air support in a given battle, the only consideration necessary is how to get the most attacking factors counted in the attrition, while leaving sufficient numbers behind to prevent a massive and crippling counterattack.

In the case of a defender trying to cut off enemy exploiting armor, an Attrition can be devastating. There are even times an Attrition works better here than an Offensive. Consider what surrounding several enemy armor pieces and then rolling an Attrition result of at least that many hexes can do. It's possible to destroy enemy armor, an expensive commodity, despite a battlefield inferiority—and at a cost of zero BRPs spent!

The attrition is a viable alternative for a defender, but it produces little offensive movement, and therefore it isn't useful in those situations when a power needs to advance over large portions of enemy territory. In those cases, an Offensive option is the only choice. And an Offensive should be just

that. Nothing should be spared, and every unit should be used. It's a waste of BRPs to spend for two offensives when one could have accomplished the same thing.

Finally, it's important for the player who was on the offensive at one point earlier in the game to

CHART #3
MINOR NEUTRAL CONQUEST

Minor country	Turns to conquer	Number of offensives	Attacker's avg. losses in BRPs	Total BRPs spent by attacker	BRP-worth of minor country	BRP profit to attacker in following years			
Poland	1	1*	10	10	20	+10	+30	+50	+70
Denmark									
Netherlands									
Belgium	1	1	10	75	50	-25	+25	+75	+125
Luxemburg									
Norway									
Yugoslavia	1-2	1	10	35	20	-15	+5	+25	+45
Greece	1-2	1	15	40	10	-30	-20	-10	0
Sweden	2	2	15	55	15	-40	-25	-10	+5
Spain	2	2	20	60	30	-30	0	+30	+60
Turkey	2	2	20	60	30	-30	0	+30	+60

NOTE: Total BRPs spent by attacker includes declaration(s) of war, 10 BRPs per country.

*—Germany is already at war with Poland at game's start and has "free" offensive in East during the fall of 1939.

CHART #4
MOBILIZATION COSTS

	Rpl.	Inf.	Arm.	AB	AF	Navy	Total factors	Total BRPs
Germany								
At start	0	24	16	0	20	18	78	0
Allowable builds	6	60	32	3	10	18	131	225
1943 builds	0	0	10	0	0	0	10	20
1944 builds	0	15	4	0	0	0	19	23
	6	99	62	3	30	36	238	268
Italy								
At start	0	12	2	0	10	36	60	0
Allowable builds	6	8	2	0	0	9	25	45
Spring, '42 builds	0	0	0	2	0	9	11	33
	6	20	4	2	10	54	96	78
France								
At start	0	24	3	0	10	27	64	0
Allowable builds	4	8	6	0	0	0	18	24
	4	32	9	0	10	27	82	24
Soviet Union								
At start	0	22	9	0	10	27	68	0
Allowable builds	0	28	9	0	5	0	42	61
Spring, '42 builds	0	45	16	4	0	0	65	89
	0	95	34	4	15	27	175	150
Great Britain								
At start	0	12	6	0	14	54	86	0
Allowable builds	6	9	8	0	6	27	56	130
Summer, '42 builds	0	3	4	3	0	9	19	47
	6	24	18	3	20	90	161	177
United States								
At start	0	30	5	0	10	36	81	0
Allowable builds	7	15	20	3	15	27	187	197
	7	45	25	3	25	63	268	197

NOTE: Figures under Rpl. (replacement), Inf., Arm., AB, AF and Navy refer to the factors available, not the number of units.

realize when it's no longer possible to carry the war to his enemy. When victory isn't any longer possible, but a draw is, then it's best to turn attentions that way. There is nothing more fruitless than conducting an offensive against a defender with more BRPs.

STRATEGIC WARFARE BUILDS: It's curious how tricky strategic warfare results can be to understand. On the surface, the system appears to be rather simple. But looking closer, it really isn't. Despite the realistic changes by Avalon Hill in the resolution of strategic warfare after 1943 (1 ASW destroys 2 U-Boats), the system still favors the German player to a large degree.

Examining what each BRP spent for strategic warfare builds can do shows why. For every two BRPs the Germans spend on U-Boats, the Allies must either spend three BRPs to neutralize the U-Boat with an ASW factor, or they will lose three BRPs during the Strategic Warfare resolution phase. For every three BRPs the Allies spend on a SAC factor, the Germans must either spend two

BRPs to neutralize it with an interceptor, or they will lose two BRPs during the strategic warfare resolution phase.

This appears to give the Germans a 3:2 advantage, because for every two BRPs they spend the Allies must spend three. This isn't entirely correct, though it's close. Assume, for instance, the Allies have more ASW factors than the Germans have U-Boats, or the Germans have more interceptors than the Allies have SAC factors. Those excess factors are worthless, since they have no effect on the enemy's total.

Also, for every U-Boat or SAC factor remaining after the exchange during the resolution phase, the side with the remaining factors can keep them towards the next year's total. That means the same factor can harm the enemy two, three and four times. This "multiplier effect" makes it imperative that each side try and prevent any of the enemy's offensive factors from staying in the strategic warfare box longer than one year after the one in which they were created.

This means the Allies, seeing the Germans have five U-Boats factors left after the resolution phase one year, should build at least five ASW factors during the next strategic warfare construction phase. This prevents those same five U-Boat factors from doing additional harm. This maintains the Germans' 3:2 advantage in BRP expenditures, but it will get worse if they allow German factors to be used twice. The same works in reverse when the Allies have a surplus of SAC factors, of course.

Chart #6 shows how many strategic warfare factors the Axis and Allies can expect to build in an average game. It also shows that, since the Axis has the edge in BRPs at the start of the game, it will be able to produce more factors and get the most benefit from the "multiplier effect."

HOW TO USE A BRP ADVANTAGE

AIR ATTRITION: As stated earlier, a side with a BRP advantage should be on the offensive wherever it's possible and contributes to the over-all objectives of winning the game. Without a BRP advantage, though, offensives become limited much in the way Germany's attempt to break through the Bulge late in 1944 was an offensive with a slim, if any, chance for success.

Once a side has a BRP advantage, it must conduct Offensives and Attritions that are capable of translating that edge into some sort of strategic and tactical success. Obviously, this isn't very easy with an Attrition option, though a side with a BRP advantage mustn't feel it has to be on the offensive everywhere every turn.

But it's in the offensive that the BRP superiority is best exercised. In the Designer Notes John Prados, the game's designer, quotes Don Greenwood of Avalon Hill as saying that air supremacy is the factor which generates offensive movement. It's no coincidence that air power is the most effective tool for translating BRP dominance into a battlefield advantage, too.

One of the most expensive factors to build, air power is indispensable in an offensive. Massed attacks of ground troops, supported by large numbers of air factors, is the game's most important attack style.

To assert a BRP dominance quickly on the battlefield, it's necessary to begin counterairing the enemy's air force immediately. The factors should be destroyed in equal exchanges. Of course, this is an expensive proposition—but the attacker should have the greater capability to recoup his losses in new builds. Hopefully, this tactic will eventually force the defender to keep his air power either unbuilt or so far behind the front line, he can only use it during his turn as offensive air support before SR'ing it back to safety at the end of the turn. The tactic of aggressive counterairing may eventually force a defender into BRP bankruptcy, the most vulnerable of positions in which a country can be.

Without DAS, the defender is forced to take a real pounding during the attacker's offensives. But the attacker should carefully reserve enough air power to guard against the defender staging his air force forward again during his turn and inflicting heavy damage on a counterattack. Given the large cost of rebuilding air factors and the complete lack of any luck in the counterairing process, this becomes the best way to convert a BRP dominance into a battlefield advantage.

BOLD AND MULTIPLE ATTACKS: Possessing a BRP advantage isn't always a guarantee to battlefield success. In addition to the air attrition already mentioned, the attacker should be willing to attempt bold attacks in many places. Though not all

CHART #5
COMBAT PROBABILITY TABLE

Odds	Exchange A	CA Exchange B	A-Elim C	D-Elim D
1-1 with 1-1 CA	.3333	.1667	.2500	.2500
with a 1-2 CA	.3333	.1296	.1667	.3703
with a 1-3 CA	.3333	.1111	.1667	.3889
with a 1-4 CA	.3333	.0556	.1667	.4444
2-1	.1875	.1875	.03125	.59375
3-1	.1714	.1143	0	.7143
4-1	.1667	.0555	0	.7778
5-1	.1667	0	0	.8333

a = losses on a full exchange
c = losses on an A-elim

b = losses on a CA exchange
d = losses on a D-elim

Attacker's avg. loss equation: $LA = (A \times a) + (B \times b) + (C \times c)$

Defender's avg. loss equation: $LD = (A \times a) + (B \times b) + (D \times d)$

The values for variables "a," "b," "c" and "d" should correspond to losses in BRPs taken by either the defender or the attacker, depending on which side the solver is interested.

COMMON BATTLE EXAMPLES

Odds	Defender's strength in combat factors	Attacker's strength in combat factors	Avg. losses in BRPs	
			Defender	Attacker
1-1 (6-6)	3 infantry (doubled)	6 infantry	2.4996	3.3888
1-1 (9-6)	3 infantry (doubled)	6 infantry 3 air force	2.4996	6.8338
2-1 (12-6)	3 infantry (doubled)	6 infantry 6 air force	2.90625	2.4375
2-1 (12-6)	3 infantry	12 infantry	2.90625	2.0625
1-1 (8-8)	4 armor (doubled)	8 infantry	6.6656	4.6475
1-1 (11-8)	4 armor (doubled)	6 infantry 5 air force	6.6656	10.1673
2-1 (16-8)	4 armor (doubled)	12 infantry 4 air force	7.75	3.5625
1-1 (12-12)	6 infantry (doubled)	12 infantry	4.9992	5.7776
1-1 (9-8)	4 armor (doubled)	9 armor	6.6656	10.3338
1-1 (8-8)	4 armor (doubled)	6 infantry 2 air force	6.6656	6.7776

may work he should be willing to take an equal, or even slightly disadvantageous, exchange of BRPs in combat.

The attacker shouldn't stand pat with his BRP situation as it is either. He should look to continue to expand his base by grabbing new capitals or objective hexes. He should look elsewhere on the board to carry the war to the BRP-weaker enemy. The BRP edge should be asserted in every possible way so its effect can be felt soonest.

If a player has been following a sensible BRP policy throughout the game, he may have saved himself enough BRPs to conduct that extra offensive or build those extra units which may be the difference between victory, a draw, or defeat.

BRP STRATEGIES FOR INDIVIDUAL COUNTRIES

GERMANY: As one might guess, Germany's role is the most difficult and complex of all the major powers. This includes her consideration of BRPs. Assuming the Germans want to conquer at least two of the Allies, they should realize they will have to do nearly all the work themselves. Germany can expect some Mediterranean Sea area help from the Italians, but that's all.

Obviously, Germany's base of 150 BRPs isn't enough to subdue two powers. So she, more than any other country, needs to broaden her BRP base through the conquest of minor countries. Poland and all the minor countries of western Europe should fall as soon as possible (usually in the first two turns of the game). Mobilization, keeping in mind the economy of building infantry and air force instead of armor, should also begin immediately. Usually, if the Germans are following the historical case closely, they can wait until 1940 to attack France. They may not need that overwhelming armor superiority as early as 1939.

Because of the large cost of conducting offensives and mobilizing her troops at the same time, Germany should restrict her involvements early in the game to one front each turn. For instance, since Poland is already at war and an offensive in the east is "paid for" in the fall of 1939, Germany should use it and go after the Poles alone. Unless the golden opportunity of a quick strike into France presents itself, it's best to go slowly and economically at the start. The Germans will be rewarded by getting mobilized just that much more quickly.

There's no permanent growth in the 1940 Year/Start sequence, so saving BRPs in 1939 is useless. Whatever isn't spent on front options and declarations of war should be used for mobilizing troops.

In terms of savings, Germany may have an opportunity to keep 10 or 20 BRPs at the end of 1940, depending usually on how things went in France, and a similar amount at the end of 1941, depending on how things went in Russia. If she has, these savings result in a modest profit of BRPs later in the game. If Germany is to save at all, the years of 1940-42 are the only ones in which she should consider doing so. She should also try to convince Italy that loans to her are more advantageous to the Axis than Italy's insistence on keeping the BRPs to herself. After all, without German aid later in the game, Italy will fall that much more quickly, so a bargain should be struck.

Maximum strategic warfare builds should be made every year of the game. The Germans should build all U-Boat factors in 1940, and all U-Boat factors the rest of the game, save only enough interceptors to counteract those SAC units built the previous year by the Allies. For instance, say in 1941

CHART #6
AVERAGE STRATEGIC WARFARE BUILDS AND LOSSES

Year	Germany			Allies			Outcome
	BRPs spent	U-Boat factors	Inter. factors	BRPs spent	ASW factors	SAC factors	
1940	18	9	0	12	4	0	Allies lose 15 BRPs.
1941	24	12	0	12	4	0	Allies lose 39 BRPs.
1942	34	17	0	30	10	0	Allies lose 60 BRPs.
1943	34	17	0	45	15	0	Allies lose 14 BRPs.*
1944	36	18	0	54	11	7	Axis loses 14 BRPs.*

Total spent and lost in BRPs for strategic warfare: Axis 160; Allies 261.

*—reflects the change in strategic warfare resolution beginning in the 1944 year/start sequence.

the Allies build two SAC factors, in addition to the ASW factors. Germany has no interceptor factors, so she takes a loss of four BRPs. The Germans should then continue to build sub factors in the 1942 builds, constructing only two interceptors in order to prevent those built by the Allies in 1941 from, in effect, being used twice.

The Allies won't be able to erase Germany's edge in U-Boat factors each year early in the game. When they finally do, the subs' toll will have been sizable anyway. The Germans should never underestimate the importance of strategic warfare, especially on the British player in the years of 1941 and 1942. Even if Germany hasn't any intention of trying to conquer England, the "freezing" of British BRPs in strategic warfare keeps those same BRPs from being sent to Russia.

ITALY: Italy starts the game with a weak BRP base and a meager force pool. Her possibilities are limited, and they should be carried out with Germany's consent. Italy can pick up some needed BRP growth in Yugoslavia, if the Germans don't want it for themselves. The Italians can deal for the country, however. They can use the possible loan of their 10 air force factors to Germany for the French or Russian fronts at a later time as a condition.

The Italians should stride for immediate mobilization, especially in naval power, since when France falls, they may find themselves on a par with the British in the Mediterranean. The possibility of Axis operations in the southern front suddenly becomes more inviting with naval equality. Saving is useless for the Italians, and left over BRPs are best sent to Germany every winter turn.

GREAT BRITAIN: Great Britain has a strong BRP base at the game's beginning, but a small land army. That causes great problems for most players, because though the BRPs are often available to carry out several aggressive strategies early in the game, the forces are not. Basically, the British can concentrate on any, but usually not all, of the following areas: England (of course), Norway, France, or Egypt. To try and get Norway, for instance, and hold the other three areas is a very expensive and taxing situation. A "spreading" of English forces like this is dangerous too. It drains priceless BRPs needed for the dark year of 1941.

Strategic options on the board must be weighed against mobilization and strategic warfare builds possibilities. Saving is virtually impossible, given all

on-the-board demands England faces early, and even mobilization is a slow process. Above all, though, the British should not let themselves become so dispersed they become an invasion target. BRPs must be kept for the possibility of an invasion. All offensives early in the game should be severely scrutinized, and nearly half of England's forces should remain in the country or be immediately deployable there.

In regards to strategic warfare, the British are obliged, because the Germans will usually follow an aggressive plan, to build at the maximum strength. The British want to stop the German U-Boat threat as best they can from profiting from the "multiplier effect." England won't be able to build ASW factors as fast as the Germans can build subs, but she must try and eliminate as many as possible. Despite these efforts, the British should keep several dozen BRPs ready at the end of the early years in order to absorb strategic warfare losses and preserve their base figure.

Obviously, the British, once they see they won't be the second target of German aggression against a major power (France is usually the first) must suspend most of their activities and help Russia to the fullest. Russia can only remain in the game by receiving BRP loans if the Germans manage to attack by early 1941. The loans must be made immediately, even though it appears they may not be needed that year.

Later in the game, upon the entrance of the United States, England can swing over to the offensive and should do so as soon as possible. This is because, now that the BRP edge is on the Allies' side, they should at once begin to assert it. Though attacking Germany directly as early as 1943 or 1944 is difficult, it's possible to execute some operations in the southern European theater in order to put pressure on Italy or retake some of the Balkan countries.

Also, a judicious, though admittedly very difficult, allotting of British and American troops can often save BRPs. For instance, if the Allies agree to allow the British to work on the southern front and the Americans to fight on the western front, each country will have to pay for only one offensive per turn, instead of two. That's a savings of 30 BRPs per turn for the Allies.

The matter of loaning BRPs from England to the United States is left up to the players to decide

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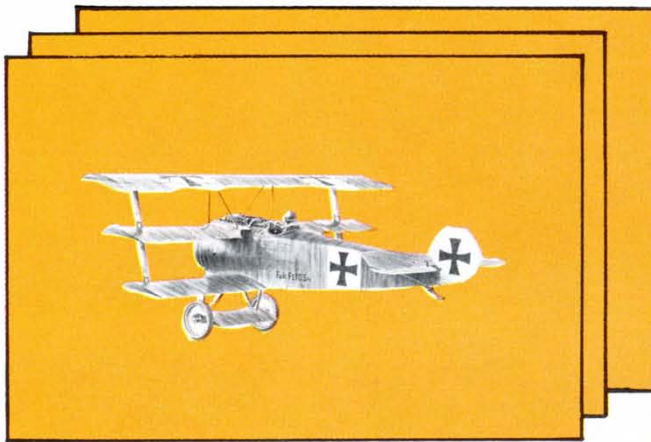
UNEXPECTED MANEUVERS

PILOT'S SUPPLEMENT TO RICHTHOFEN'S WAR

by Michael Turner

"As long as I live I shall never forget my admiration of that German pilot, who, single handed, fought seven of us for ten minutes, and put bullets through each of our machines."

McCudden writing of that fatal encounter with Voss.



RICHTHOFEN'S WAR has always lacked something in the eyes of your editor. Even when involved with the initial playtest and design I found little to like about the game aside from the Campaign Game which I helped develop. The game has always lacked the "guesswork" which made other games exciting. Instead, play boiled down to hex counting and geometric puzzles as players plotted how best to get into position for a 1 hex shot with their maneuver schedule when it was their turn. Excitement was non-existent except for the surprises afforded by the two dice CRT and its built-in critical hits, or the rigors of the 10 second reaction rule.

Michael Turner's variant for the game remedies these faults to a large degree and restores an element of suspense and maneuver to a game which has deteriorated into a hex counting contest and trading of close shot dicerolls. We are so impressed with his variant that we have printed up the necessary cards for mail order sale as an optional extra. They are professionally printed with a beautiful cover illustration by historic aircraft artist Joe De Marco on the reverse and pertinent diagrams and rules on the front. The deck of 27 cards is available from Avalon Hill for \$2.00 plus the usual postage charges.

You are flying your Sopwith Pup at 3000 meters above enemy territory, watching the blue skies for any movement. Your senses are somewhat lulled into a false sense of security by the steady dull hum of the 100 horsepower Gnome Mono engine. The fact is forgotten that any moment now your frail craft could be riddled by blazing twin Spandaus. You sit straight, your head twisting and turning constantly.

Two hundred meters above: an Albatross DII fighter from Jasta 2 has picked up your scent. The pilot begins the hunt; watching, trailing, staying above/behind the bouncing Pup. The time and setting is not quite right.

The Sopwith Pup climbs fifty meters and you somehow sense that something is wrong.

The Albatross fighter closes the throttle somewhat, quivers, and swoops down onto the Sopwith.

The situation occurs often in *RICHTHOFEN'S WAR*, a game that realistically recreates the air activity that took place in the skies of France. The game offers constant hours of playing and harrowing escapes. It can bring a player instant glory in the way of acehood, or it could give that same player a vicarious slow spinning death from 4000 meters. In *RICHTHOFEN'S* one activity feels the exhilaration of a "kill" and the remorse of seeing a comrade's plummet to the earth.

Yet, although *RICHTHOFEN'S WAR* is one of the best games out on WWI aerial warfare, it still lacks a number of things that would drastically alter the playing of the game as well as the realism. In this article, I hope to give the *RICHTHOFEN'S WAR* devotee some added optional rules that would greatly increase the playability and in turn enhance the entertainment derived from the game itself.

The main problem with the game is play balance. Play balance is a major constituent to any war game and more so to a game like *RICHTHOFEN'S WAR*. Here the Germans have free rule over the skies. It is only with a bag of tricks and a lot of luck that the Allied player manages to win an evenly matched encounter. It is not until late in the war that the Allied player manages to gain the advantage in flying equipment. What expediency the Allied player has at any time is entirely that of maneuverability of his aircraft. The Allied player can take some solace in that his aircraft is likely to be better equipped than the German aircraft in maneuver schedules, climb and dive rates, and maximums of altitude. But, this is only a small advantage.

Now, back to the Pup and Albatross DII: if we play out the encounter using the standard rules, the outcome would probably be in favor of the Albatross. The fact is, the Albatross fires first. This isn't the worst of it. The Albatross fires on the A table of the TDT. This would almost totally disable the Pup (giving the German player an average roll of the dice), enabling the German player to finish the Pup off before the Albatross could take sufficient damage. The outcome seems cut and dry. Yet, if the roles were reversed, the situation would most probably be the same. The fact is, the Pup hasn't the firepower of the most powerful Albatross. This is not a fault of the game; it is the fault of history.

Suppose, though, that the pilot of the Sopwith had sensed that something was wrong; he feels the bullets cutting through his machine and he instinctively hits the right rudder and peels off. The Albatross zooms by and the Sopwith Pup has the option of following the Albatross (!) or getting the heck out of there. The important thing is: the pilot of the Pup has the ability to increase his chances for surviving the dogfights he will encounter.

The maneuvers used during WWI were being performed before actual war took place in the air. They were stunts and used at air shows and daredevil matches. They were dangerous to accomplish and took men's lives. Yet, they were an intricate part of WWI air history and should be employed during the hectic dogfights that take place in the game.

Beating a competent German player is never easy to accomplish. The A class weapons of the German becomes dangerously murderous. But,

with maneuvers, the better turning schedules of the Allied player can more than save his skin. It can set up reverse situations and a German Ace may find a spunky Allied plane on his tail!

Maneuvers are done with a series of maneuver cards, three of each maneuver, twenty-seven cards in all. The nine maneuvers represent a cross section of the countless aerobatics pilots performed. How many cards each player receives depends on a number of factors which will be explained later. The twenty-seven cards (3 of each 9 maneuvers) represent the chances that each pilot has in being capable of eluding or trailing the enemy. The cards work as follows:

During *combat* only, the defender (plane under attack) has the option of performing a maneuver or trying to escape by diving or climbing. Maneuvering might be a wise choice if either the plane is falling apart or the aircraft's guns are jammed or if the enemy aircraft is being flown by an ace. It might not be a good decision to perform a maneuver if the defender's aircraft is quite capable of defeating the attacker. Once the choice has been made, each player picks his allotted number of maneuver cards. The defender sorts through his cards and picks *one* which he wishes to perform. The attacker then lays *all* his cards down on the table. If any one of his cards matches the defender's cards then the attacker has successfully followed and both go through the maneuver. If the cards do not match, then the defender performs his maneuver and the attacker must fly a penalty move of six MPs straight and then may move as he wishes (provided he still has any MPs left). He may not dive or climb during this turn phase. All cards are returned to the deck and shuffled after each attack.

THE MANEUVERS:

Diagram

- 1) Barrel Roll
- 2) Falling Leaf
- 3) Flat Spin
- 4) Immelmann
- 5) Loop
- 6) Nose Dive
- 7) Side-Slip
- 8) Tight Circle
- 9) Vertical Spin

The diagrams of each maneuver show the relationship of the aircraft on the hex board. The aircraft illustrated is the initial position. The numbered hex is where the aircraft will finish as well as the number of MPs expended. All aircraft face the same direction as the initial position except for the Immelmann where the facing is reversed 180 degrees.

The *Barrel Roll* is accomplished by placing the aircraft marker as shown in the diagram. This maneuver takes five movement points with no loss or gain in altitude. The *Falling Leaf* is accomplished by placing the aircraft marker as shown in the diagram. This maneuver takes two movement points and is a 100 meter drop in altitude. The *Flat Spin* is accomplished by placing the counter one hex forward and counting this as three movement points. The remaining movement points multiplied by 50 meters is the altitude loss. The Immelmann is accomplished by placing the aircraft marker directly behind the initial position but facing the opposite direction and adding 50 meters to the height indicator. The *Loop* is accomplished by placing the aircraft counter behind the initial position and counting this as four movement points, six for two hexes behind initial position and eight for three hexes behind initial position. There is no loss or gain in altitude. The *Nose Dive* is accomplished by placing the aircraft counter one hex forward and counting it as two movement points. The remaining turn speed is multiplied by 100 meters and added to the normal dive maximum for that particular aircraft. This is the loss in altitude due to the maneuver. The *Side-Slip* is performed by placing the aircraft marker directly to the side of the initial position as shown in the diagram. This counts as five movement points and a loss of 50 meters. The *Tight Circle* is accomplished by leaving the counter where it is with no loss or gain in altitude and expending all movement points. The *Vertical Spin* is accomplished by placing the aircraft marker directly in front of the initial position and counting this as two movement points. The remaining turn speed is multiplied by 50 meters and then added to the normal dive maximum for the aircraft. This is meters loss in altitude due to the maneuver.

All these maneuvers take place during dogfights only. After a maneuver is performed the player may notice that he has several movement points left; except in the case of the Tight Circle which uses up all the aircraft's movement points. He may use these to either catch up with an enemy aircraft or to put distance between them. If head on attacks occur, there are no maneuvers performed. The aircraft performing Barrel Roll, Side-Slip and Falling Leaf can move their counters either to the left or right of the initial position. If to the left, it is a mirror image of the diagrams.

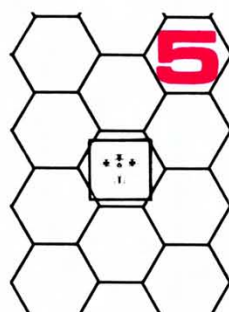
Whenever one aircraft is set upon by more than one enemy aircraft, each enemy player goes through the maneuver (provided the defender has elected to use the maneuver option). The defender receives his cards and each attacker receives his cards. Play progresses and follow standard maneuver rules. The attacking plane that has first shot gets to trail first followed by the second enemy aircraft, etc.

The number of maneuver cards each player receives depends on his aircraft's performance as well as his own status, combat position (i.e. defender or attacker) and range.

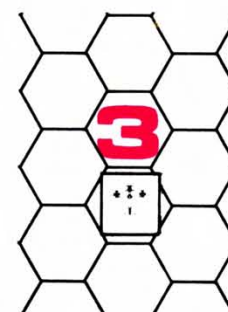
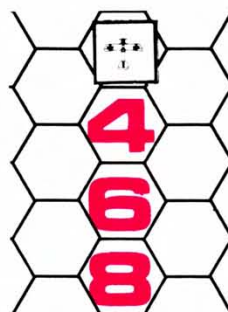
The defender receives four cards and the attacker gets two cards. This is the base number. In addition each pilot receives one bonus card per every five kills to his credit. The attacker receives one additional card for every two hexes he is away from the defender at the moment of attack. Fractions are not considered. The aircraft's turning schedule also increases/decreases the base number:

Turning Ability	Cards
A	-2
B	-1
C	0
D	+1
E	+2

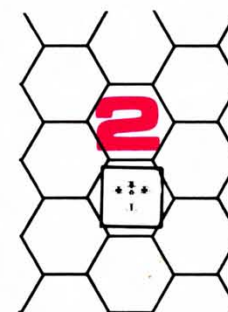
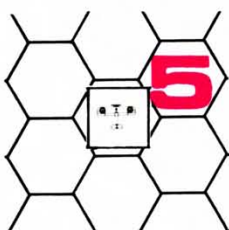
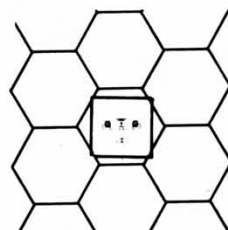
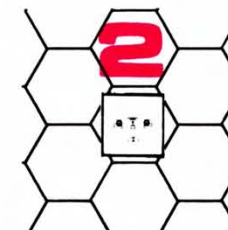
MANEUVER DIAGRAMS



BARREL ROLL

FALLING LEAF
(-100 meters)FLAT SPIN
(remaining MP x -50 meters)IMMELMANN
(+50 meters)

LOOP

NOSE DIVE
(remaining MP x -50 meters +
normal dive maximum)SIDE-SLIP
(-50 meters)TIGHT CIRCLE
(All MP)VERTICAL SPIN
(remaining MP x -100 meters
+ normal dive maximum)

MOVEMENT CHART:

Defender	Attacker
Step one: No movement	Attacks defender and rolls on TDT. All aircraft of attacker's nationality move.
Step two: Moves or chooses to and performs maneuvers. All aircraft of defender's nationality move.	No movement
Step three: No movement	Either performs a maneuver or flies six allotted MPs straight ahead. All aircraft of attacker's nationality move.
Step four: Moves normally. May choose maneuver if involved in defensive combat. All aircraft of defender's nationality move.	No movement
Step five: No movement	Moves normally. May choose maneuver if involved in defensive combat. All aircraft of attacker's nationality move.

If the aircraft has an A turning schedule then two cards are taken away. If the aircraft has an E turning schedule then two cards are added. If C then no change.

After all players involved in maneuvers have their allotted cards, the maneuvers are matched and results are followed.

The movement chart explains which aircraft move during which phase of the maneuvers. It is very important that this chart be understood and followed. Basically, if the defender gets away (successfully eluded his attacker) then the next move he receives will be combat free, unless the player decides to engage in aerial melee again or becomes involved in combat with another enemy aircraft. Even though maneuvers are bonus movements they in no way upset the player turn phase of the game.

It would seem that the success of the maneuver would depend on the type of aircraft involved as well as the status of the pilot. This very much matches the situation that pilots faced when ordered to go aloft in cloth and wood boxes pulled or pushed through the air by sputtering oil-soaked engines.

Returning to the example of the Sopwith Pup and Albatross DII, the Albatross attacks the Sopwith Pup and rolls for damage on the TDT. After this, the Sopwith Pup has the option of performing a maneuver which he elects to take. The Pup takes four cards with no bonus/penalties as the Pup is a C turning schedule and the pilot is not an ace. The Albatross receives two cards but must give up one because of the minus one for B turning schedule. Let us say that the Albatross is one hex away and thus receives no bonus for range (must be at least two away). He is not an ace and receives no bonus. Thus, the Pup has four cards to the Albatross' one. The Pup player chooses a Loop and the Albatross does not have this card. The Pup performs the Loop and moves the remaining movement points due him. If the Pup is lined up so he may fire at the Albatross then the Pup may now fire. *This is not defensive fire.* It is an added bonus for the defender. The Albatross now moves six of his allotted MP straight. He may not perform a maneuver during this turn even if he is being attacked by the Pup. Now, it is the Pup's turn again and he has the option of attacking the Albatross or turning tail. He elects to dive away from the Albatross and turn back home. Note: if the Pup had attacked the Albatross, the German player would now have the option of performing a maneuver after combat results have been determined. If the Albatross had matched the defender's card, then the Pup would have performed the maneuver and would *not be allowed to fire on the Albatross* if the situation warranted it. The Albatross would then perform a Loop and, after the allotted number of MPs have been expended for that particular maneuver, may fire on the Pup. The next move would be the Pup's and he may now perform another maneuver if he feels relatively lucky that day.

After using the maneuvers a few times, it will be obvious that the aircraft's turning schedule, movement points, dive rate and to some extent accumulated damage all come together and perform more vividly. The aircraft specifications become even more important in the overall picture of *RICHTHOFEN'S WAR* and with maneuvers this is magnified a great deal. The key to this rule is that the use of maneuvers is optional. One need not perform the maneuvers if one believes the situation is not serious enough to warrant it. The maneuvers are not so much an advantage to any pilot as they are a tool for survival.

MULTI-PLAYER GAMES:

In the case of more than one combat situation taking place on the board at the same time, determine results for each individual combat separately. That is, after maneuver cards are used for the first group, return all cards to the pack before going to the next group.

Additional points to remember:

- * maneuvering aircraft move first. After all results are determined, then other aircraft may move.
- * aircraft cannot go off the board edge while performing maneuver results. If an aircraft is forced off the board (usually this occurs during the penalty move inflicted on the attacker) stop one hex short of the board edge. This ends the players turn regardless of number of MPs left.
- * the Loop is the best maneuver to perform if the defender wishes to get on the opponent's tail. It will enable the defender to inflict the most punishment on his aggressive opponent but does not enable the defender to escape from his opponent if sufficient damage is not inflicted.
- * if the defender eludes his opponent, he may fire at the enemy aircraft if the line of sight is in accordance with the sighting rule. If the defender does not elude his opponent, he may not fire at the enemy aircraft following the completion of the maneuver.

★★★★★



RUSSIAN CAMPAIGN PBM KIT

In response to many requests for it, we've gone ahead and done another PBM Kit after stating numerous times: "never again". *RUSSIAN CAMPAIGN* is a good medium for postal play though and is perhaps our best game for pbm. The combination of double impulse moves and the relatively small number of turns makes it a delight to play by mail.

Each kit comes with full instructions for both pbm in general and *RUSSIAN CAMPAIGN* in particular. A kit includes 4 pads—two each for Russian and German moves, and includes everything necessary to record movement, combat, and retreats plus special functions like rail movement, sea movement, weather and replacements. A complete kit sells for \$6.00 plus postage. A half kit with only two pads costs \$3.00 plus postage. Maryland residents please add 5% sales tax.

NEW KINGMAKER EVENT CARDS

Are your *KINGMAKER* games getting a bit dull? You can spice them up with the new Event Cards described in Vol. 14, No. 3. Avalon Hill is making available in a special expansion kit a new deck of 48 Events cards including 25 printed Treachery, Gales At Sea, Refuge, Vacillating Allegiance, Catastrophe, and Royal Death cards as

well as 23 blanks for use in your own variants. The entire deck is backed by the same rich *KINGMAKER* design which makes the game such a joy to play and cards from the two decks will be indistinguishable from the rear. This special card deck is available for \$2.00 plus postage. Maryland residents please add 5% sales tax.

AN IMPORTANT NOTICE TO ELITE CLUB TICKET HOLDERS

Good news for Elite Club members. From now on your Elite Club Discount coupons are good towards the Mail order purchase of any Avalon Hill game direct from Avalon Hill—not just the Mail Order only variety.

Discounts are applicable only to those members of the Elite Club who staple their 1977 calendar year Elite Club ticket to their order. Used or lost Elite Club tickets are not replaced under any circumstances.

You too can become a member of the Elite Club. To qualify you must place a mail order for any six Avalon Hill games. No discounts apply to this qualifying order. When placing such an order

be sure to ask for your Elite Club membership card/tickets to insure we don't forget.

You'll then be a lifetime member of the Avalon Hill Elite Club & eligible for discounts on games purchased directly from Avalon Hill every year for the rest of your life—PROVIDING you don't lose the membership card. Absolutely no lost cards will be replaced.

This offer does not include a free subscription to the *GENERAL*, and is not to be confused with the initial offering made in 1974. Your game order must total at least \$50 to qualify you for membership and can not include any game more than once.

SPORTS GAMERS ANONYMOUS

Psst! Hey, you. The one with the copy of *Football Strategy* hidden inside your *Panzerblitz* box. There's a new magazine coming out for people just like you, who like to play and discuss any of Avalon Hill's line of sports games (and we mean the Sports Illustrated and 3M games, too). We haven't got a name yet, but we've got lots of good ideas. I'll bet you have, too. If you are a real sports game nut, and think you can write, drop us a line. We need contributors, and club news, too, for our first issue to appear this fall.

Ssh! Not so loud. I know you're interested, but put it down on paper, and mail it to me, B.C. Milligan, Sports Editor, The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Md. 21214. And hey, buddy. Tell all your pals, right?

ORDER BY PHONE



We will now accept game orders by phone from those individuals with currently valid **MASTERCARD**, **BANKAMERICARD** (VISA), or **AMERICAN EXPRESS** credit cards. The number to call is 301-254-5300. Ask for Clo. Newton or ext. 34 and state that you wish to place an order for a game. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. Phone orders are available every Monday-Friday from 8:30 AM to 5 PM. Absolutely no collect phone calls can be accepted.

STALINGRAD – Part 2

RUSSIAN: Tom Baruth
GERMAN: Joe Angiolillo
COMMENTARY: Paul Bakulski

We pick up our Series Replay with the Russian February 1942 move. At this point in the game you'll recall from our October issue that the commentator had given the Germans the edge. The conclusion of the Replay below demonstrates why judges have such a hard time adjudicating games in face to face tournaments.

Russian February Move: I anticipated a possible attack against Dnepro-Petrovsk but I also figured that the Germans might shed a little blood if they tried it. Not only was Russian blood the only liquid flowing, but my 64th Infantry is in trouble next turn. For weather next turn I think mud would be ideal allowing me to get a 2-3-6 to the front in the south yet preventing a 3-1 against Smolensk.

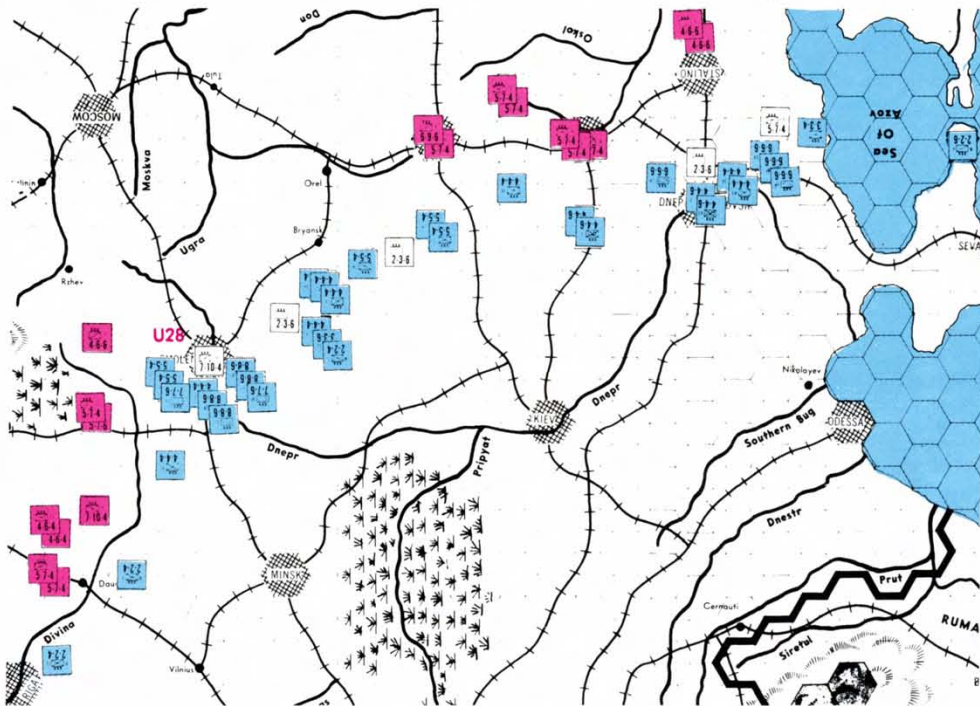
German March Move: What luck! Clear weather means the panzers roll again. The Russians solidified considerably during the winter. Smolensk is a good target since it flanks the Divina. I must also keep up the pressure in the south. Prospects are increasing; I'll still play conservatively.

Neutral Comment: Two units should have been placed at U28 to prevent the 3-1 on Smolensk. The Divina is still sucking up too many units. There is nothing I would change about the German move. This is a low point in Russian fortunes.

Russian March Move: Well, so much for building up the Russian army—the Germans keep getting stronger as the Russians keep getting weaker. They just are not being made to pay for the ground they are gaining. My troops seem to collapse every time they defend against a 3-1 attack from a doubled position! As much as I hate to keep a valuable unit like the 4th Cavalry in the back lines this turn, if I get mud in April I would be unable to reach U31 with that unit and the Ugra River would fall. Concerning the Divina, I can't make the river 3-1 proof, but I hope any attack there will look uninviting and costly.

German April Move: Last turn was the best March '42 I've had. There are numerous options available: R24, S25, BB29, and FF28. If only I had placed 2 and 2R on FF26 with units on Z27 and BB27, I could assault I127 (or have increased the pressure at least). I may be wrong in choosing to break the Divina now instead of plunging along with my southern strategy, but it will force the Russian to sacrifice one more unit next turn. A 2-1 against KK27 with the PBM table allows me to flank Stalino with little chance of loss.

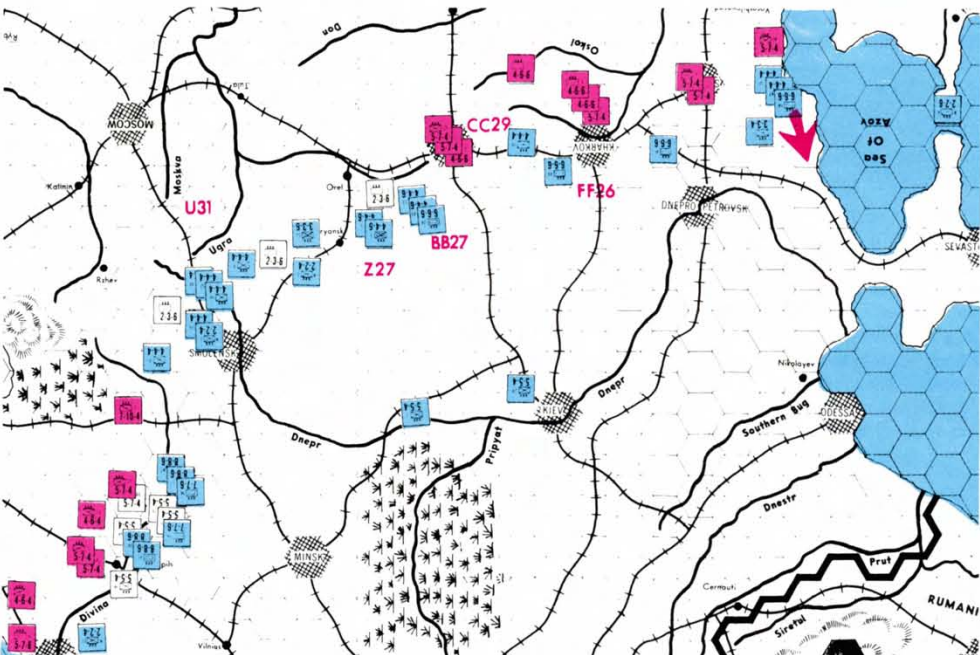
Neutral Comment: This may be the turning point. In my opinion the German should have pressed his advantage in the south, where (thanks to Russian withdrawals on diagrams 4 and 9) the German is 2 or 3 turns ahead of schedule. Since Stalino is 3-1 proof, the choice is between FF28 and Kursk. True, Kursk is about to be surrounded, but CC29 is valuable real estate. But more important, as the German in this game, I want all those Russians along the Divina, not all those Germans. Those Divina Russians will now turn up on the Luga and in front of Moscow.



GERMAN MARCH '42—Although the Russian receives three new units as reinforcements (3, 4 and 15 Armor) he is about to suffer his worst turn in the game. The Russian 6th Armor is kept busy playing a form of tag with FX4 near Lake Onega while the 16th Infantry must garrison Leningrad against any foray of 5R from Helsinki. And now

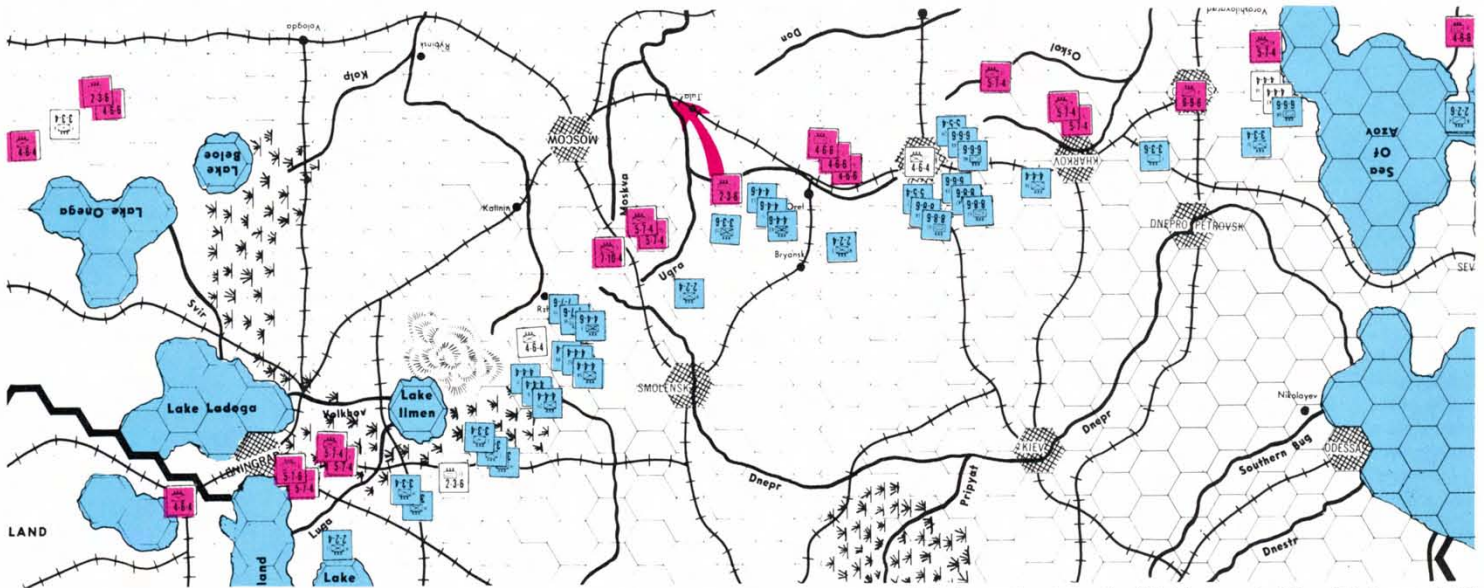
the weather changes to Clear.

The German scores AV's against all three Russian 2-3-6's and eliminates the 28th and 64th Infantry with 3-1's. The Russian has lost 26 factors to none for the German.



GERMAN APRIL '42—The German makes a sudden change in emphasis, attacking the 10th Infantry at 4-1 and breaking the Divina but at considerable expense. The German 26th & 28th Infantry fall in the Exchange as do 1R & 3R in the accompanying 1-6 soakoffs. With all their armor on the Divina the German attacks elsewhere lack

punch. A 2-1 vs the 14th near Stalino is repulsed, but the German still manages to eliminate the three delaying units although only the 7th was AV'ed. The Russian faces problems on his flanks as FX4 is loose in the far north and the Rumanian Cavalry has crossed the Kerch straits in the south.



GERMAN MAY '42—The Russian continues his good fortune on the Finnish front eliminating the FX4 at 3-1. The Russian has yet to get a result other than DE in the north. The Germans are not so fortunate;

Lastly, too many soak-offs are required to assault the Divina at this point. The 2-1 at KK27 shows that Joe is less sanguine than myself.

Russian April Move: The Germans finally paid for the ground gained on the Divina assault. It would be very helpful for the last stand through the coming winter if I can reduce the German army by similar exchanges and soak-offs, as nothing slows them down more than not having adequate strength on all fronts when reduced mobility sets in. In the coming turns I must try to hold on to the Don and the upper Volga for as long as possible, because it is disastrous to have the Russian front cut in half before winter. I couldn't resist the best chance I may have to get rid of that pesty Finnish 4th Corps. All three of my units can return to front line positions next turn, thus only being away from the front for a single turn.

German May Move: Attacking the Divina was a mistake. Resistance is stiffening everywhere. I have lost my Finnish threat with little compensation. My southern offensive has stalled. It's time for another 2-1 on KK27. The rest of the attacks must be 5-1 or better to make up for the losses in the event that the 2-1 is defeated. I have few units to place in reserve, so my favorite tactic, the indirect approach, will have to take a back seat to the attacks.

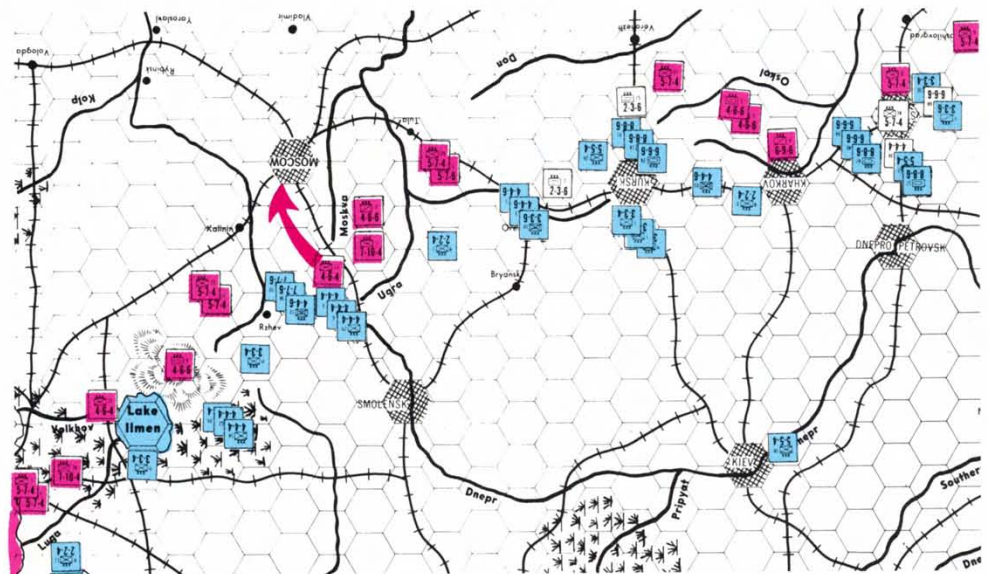
Neutral Comment: As the tone of the respective comments indicate, last turn seems to have turned things around. Tom continues his solid play; Joe should have scraped up a 7-1 against the Russian 2nd Armor. It's hardly a lost game for the German at this point, however; the German is still a turn ahead of schedule. But a big decision is going to have to be made if a 2-1 presents itself on the Don or lower Donets. Also, soak-offs are going to have to be avoided and DELim's hoped for on 3-1's and 5-1's.

Russian May Move: My luck was good again this turn and the German hordes are finally being dwindled a bit. I hate to see Stalino fall next turn, but I can at least make Joe think twice about taking the surrounded attack.

German June Move: Automatics are few and far between. Stalino must go, and I must regain my southern thrust. Capturing the Kursk-Kharkov-Stalino railway and thrusting for Moscow and then Stalingrad seems to be my best chance. I have made

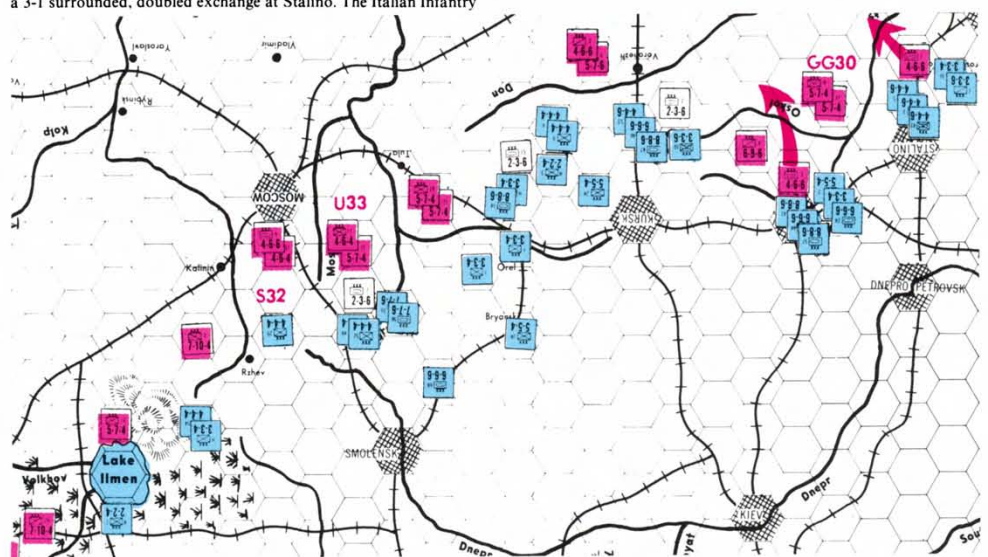
their 5-1 vs the 2nd Armor nets only a DB2 and the repeated 2-1 in the south eliminates the 43rd & 48th Infantry in a 1/2 AE. The 5-1 vs Kursk

does destroy the 17th Infantry as do AVs vs 15th Armor and 2nd Infantry.



GERMAN JUNE '42—The dice are not kind to the Germans. Aside from AVs vs the 2nd & 15th Armor, the Russian loses only the 14th in a 3-1 surrounded, doubled exchange at Stalino. The Italian Infantry

survives the 1-2 soakoff vs the Russian 8th, but so does the Russian 11th and it was attacked at 5-1 odds!



GERMAN JULY '42—Again the German luck fails him in his quest for Russian casualties. Only the AVs vs the three 2-3-6's shed any

blood, the Russian 1st & 3rd Armor escaping 3-1's with DB2's. The Russians will grow stronger in July.

good headway this game but the Russian bayonets are glistening everywhere since the Divina turned red. I fear the worst is yet to come.

Russian June Move: Russian citizens are cheering in the streets of Moscow at news of further Soviet victories. for the next turn I am somewhat afraid of a possible low-odds assault against my 3rd Infantry and a possible breakthrough there. Even worse would be an early collapse of the Don. If I can hold on there until at least September things will begin to look promising.

German July Move: The Soviet army is rebuilding at almost twice the rate I can inflict casualties and my German forces are dwindling. I must conserve units and make one final thrust with less than 3-1 attacks just before winter. The target is Moscow. I must get one more turn of good luck and then prepare for the inevitable, ultimate risk.

Neutral Comment: After last turn's results, a 1-1 against S33 is an intelligent risk. The attack on FF28 will expose GG29. Attacking U31 from U30 and V30 (and advancing after combat) is often done at this point.

Russian July Move: My good luck on the 3-1 attacks resulted in a much-needed rebuilding of the Russian army. It was very tempting to knock off the Rumanian Cavalry this turn, but it would have left Rostov defended by a single 5-7-4. At a risk of only 14 factors Joe could try a 1-1 there with a 50% chance of success and a serious blow to the Stalingrad defense.

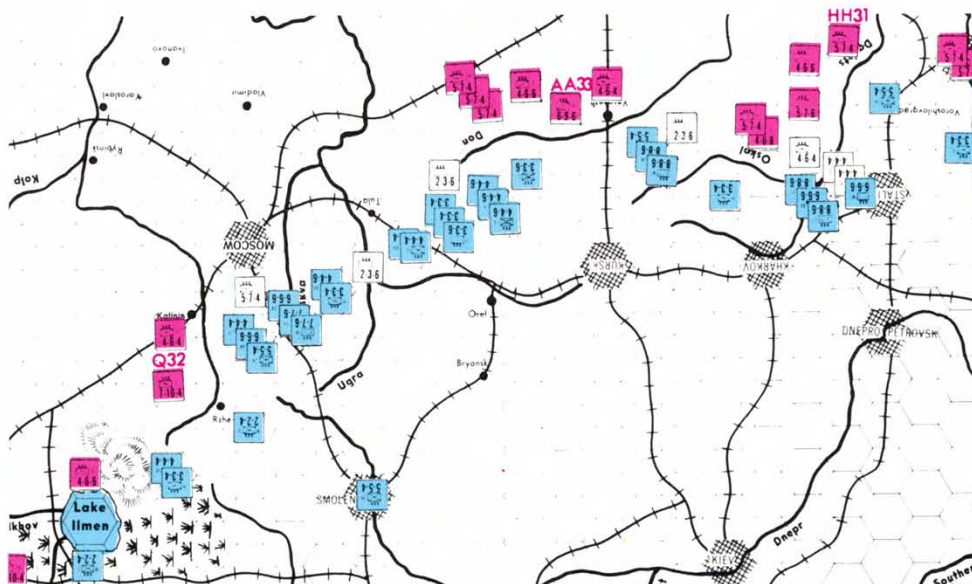
German August Move: Woe is me! The Russian begins his end run. There are numerous attacks possible but nothing to attack them with. I'll attack as much as possible and hope to banzai Moscow next turn. Moscow may fall with extremely good luck, paving the way to assault or isolate Leningrad during the winter. But even with this strategy, Stalingrad looks impregnable.

Neutral Comment: The Russian front is coagulating after the last two turns. The German needs to make and win a low-odds attack. But where? Q32 outflanks Moscow and opens up 3-1's in that area; or AA33 gives many, many 3-1's for a long time; or HH31 yields panic in Stalingrad. My own preference would be Q32 at 2-1. Apparently we disagree.

Russian August Move: I am really getting backed up against the wall but the winter is approaching, thank goodness. With full mobility and possession of the Kursk-Kharkov railroad, those German armored units can strike just about anywhere on the board, making it impossible to 3-1 proof all river lines. I would like to fortify the Don and Volga more, but I can't afford to give inexpensive shots at Moscow and L30 (adjacent to Leningrad).

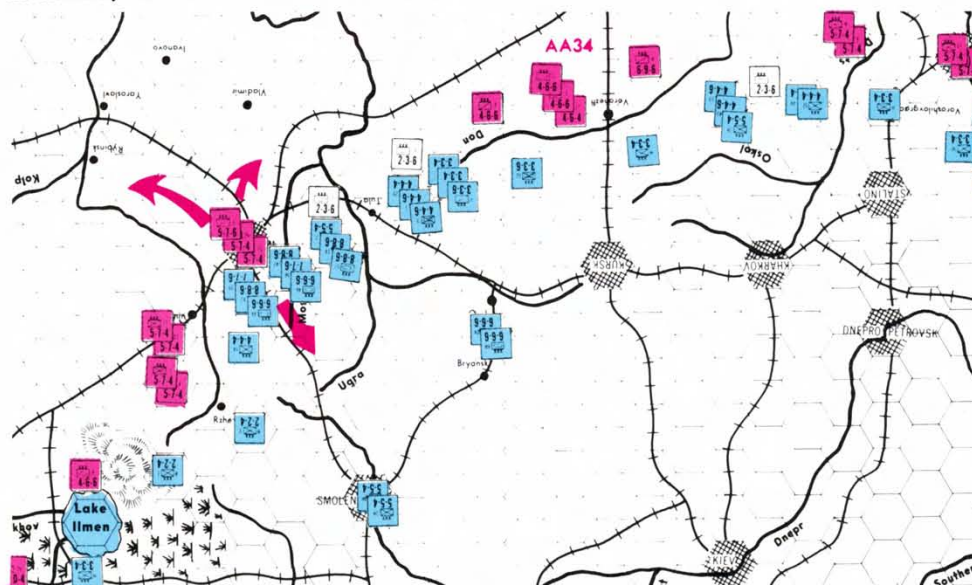
German September Move: I've prepared for this for the last three turns. Moscow is finally adjacent to my army. By assaulting Moscow, I will, in effect eliminate six Russian factors in replacements, plus anything I can kill in the city. What's best? Three 1-2's risk the least factors. One 1-1 gives the best chance, and the worst chance to win the game. Two 1-2's and a 2-1 give the best chance of staying adjacent to the city, and causing Tom a number of problems. That's the only solution I can think of that will keep the Russian army from getting stronger and stronger and stronger.

Neutral Comment: Tom's defense this turn does not lend itself to any low odds attacks worth taking. The



GERMAN AUGUST '42—The German is again unable to garner a DE on his 3-1 and loses the 4th & 6th Infantry in exchange for the Russian 2nd in crossing the Oshol River. Elsewhere the Russian loses his 10th Infantry in a 5-1 in front of Moscow as well as the three 2-3-6's

to AV's. The Russian lost 22 factors—exactly what he brought on in reinforcements while the German lost 8. The German shows a net loss of 3 factors for August in his attrition ratio vis a vis the Russians.



GERMAN SEPT '42—The usual automatics take place against the Russian delaying armor but the real action is at Moscow. A pair of 1-2's retreats one attacking & one defending unit allowing the German a 2-1 against the Russian 6th Cav resulting in a DB2. Net Result: the

German has traded a turn for the outskirts of the city but the Russian still holds Moscow itself, and as such, the edge in any prolonged battle there.

Don, just as important as the Dniepr, should be attacked at 3-1 at AA33.

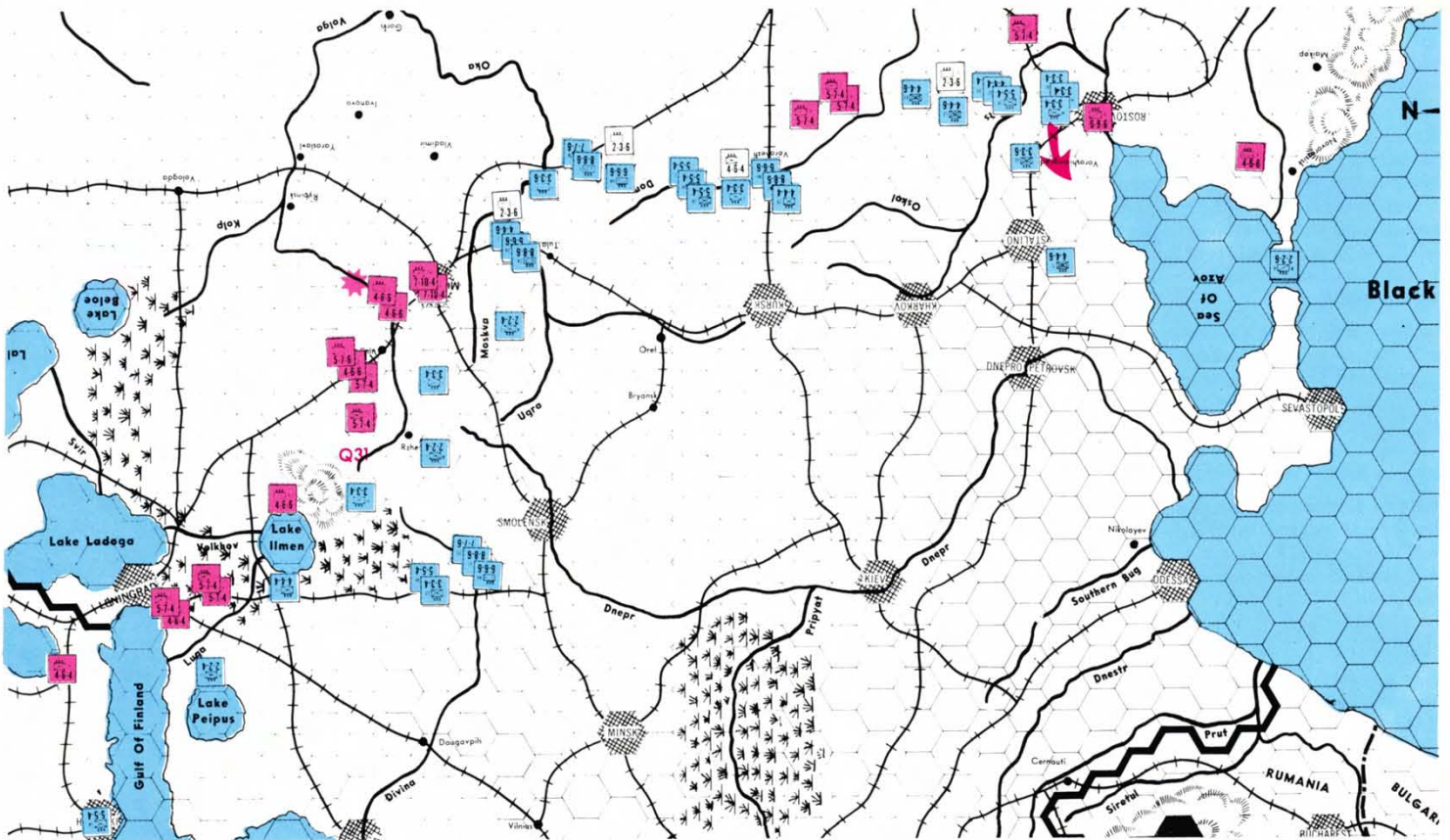
Russian September Move: I'm glad I fortified Moscow in anticipation of a possible assault there. I didn't really expect to see such masses of German armor risked on such a venture, however. Joe is definitely a bold player—the fall of Moscow this turn would have really jolted my defense, but then heavy losses of the German armor in an unsuccessful assault would have all but crushed German chances. The Don line is crumbling, but I held on there as long as hoped for.

German October Move: The luck last turn was very good. What would Tom have done if the first die roll had been a D Back 2? I accomplished my objective of weakening the Russian army since sixteen defense factors were eliminated and only twelve available through replacement.

The big question is what to do now? Moscow looks too strong. The weather may change and I must take account of all eventualities. Hence a panzer reserve is needed just north of Smolensk. My other two objectives of breaking the Don and reducing the Russian army are fulfilled by a 3-1 and "sneaky" 1-2. If they both work I will have a chance to win the game by taking Stalingrad and surrounding the remainder of the Russian army in the north after taking Moscow during the winter.

Neutral Comments: The 1-2 against Rostov is excellent. Are things desperate enough to 1-1 Moscow? It is better to 3-1 Q32 from Q31 and R31. The Italian unit on V35 is weak.

Russian October Move: It is a definite relief to not have to worry about the possibility of clear weather for a while. Joe has his armor pretty well located for maximum threat, after which he will have to commit



GERMAN OCT '42—The Russian counterattacked the German 39th Armor near Moscow at 3-1 and forced it back while losing the 29th in a 1-6 soakoff. Faced with 40 factors in Moscow the German backs off

and withdraws his armor NW of Smolensk so as to be able to threaten both Moscow & Leningrad in November regardless of the weather. However, his thinly held front can ill afford 29 factors in the rear.

Elsewhere the customary AVs vs the Russian armor take place and the 17th Infantry is eliminated at 3-1. A bold 1-2 vs Rostov with the Hungarians is repulsed.

it. Then my winter offensive can start in earnest. I expect another assault on Moscow next turn because Joe's position will not improve by waiting. I was happy to see the Italian unit alone on V35 because it was possible to simultaneously attack it and secure the southeastern flank of Moscow behind a river line.

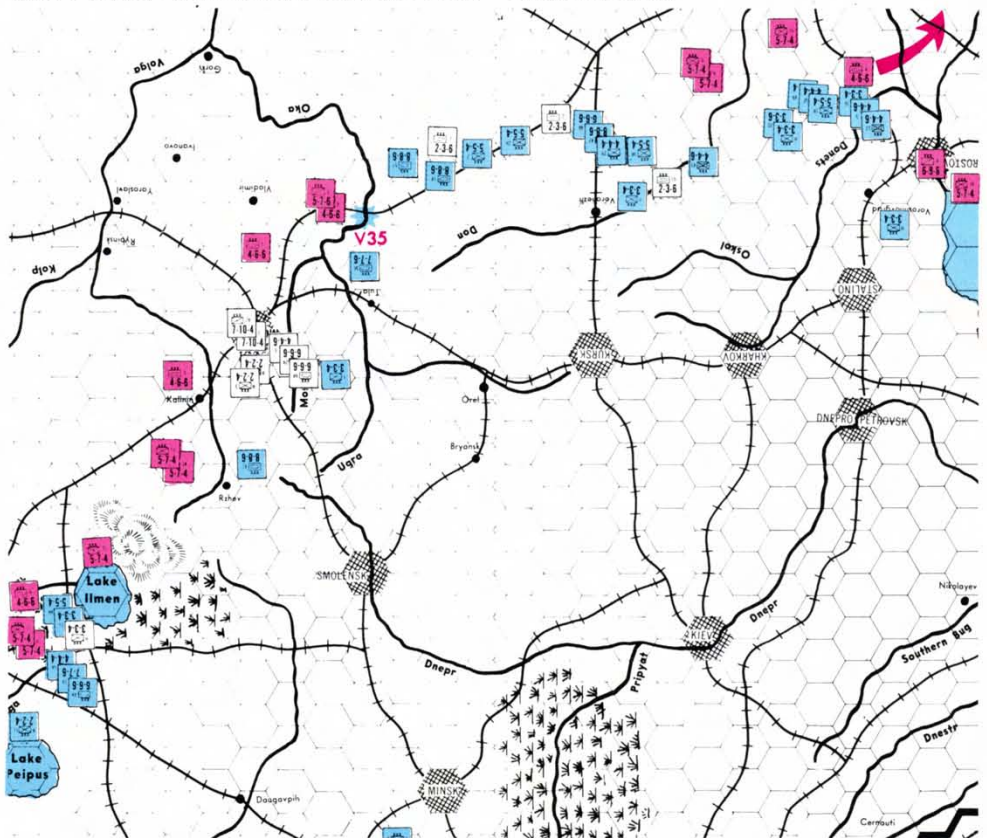
German November Move: The worst thing that could have happened did. I did not get the die rolls I needed in both the combat and weather portions of the turn. I must get a centralized position for my panzers and eliminate as many Russians as possible. In other words, it's banzai time. Moscow must be hit. The south is weak and the Luga can also be hit since it is frozen over. I must get good luck and attack everything. But most of all, I must occupy Moscow, giving me more mobility in the winter than Tom; and weakening his army to boot.

Neutral Comments: I usually like attacking the Luga less than the Divina (since the best defensive position of all, Leningrad, still remains). At this point in the game, losing 20 German factors at Moscow hurts as much as losing 40, so make the 1-1. How about another 1-2 against Rostov (with the sneaky DB2)?

Russian November Move: Well, I think the combat results this turn mark the final turning of the tide. Moscow and Leningrad are relatively safe for a while. The German army is too dissipated to sustain a substantial drive against more than one or two of the three cities, and there is not enough time to take one and then move on to the next.

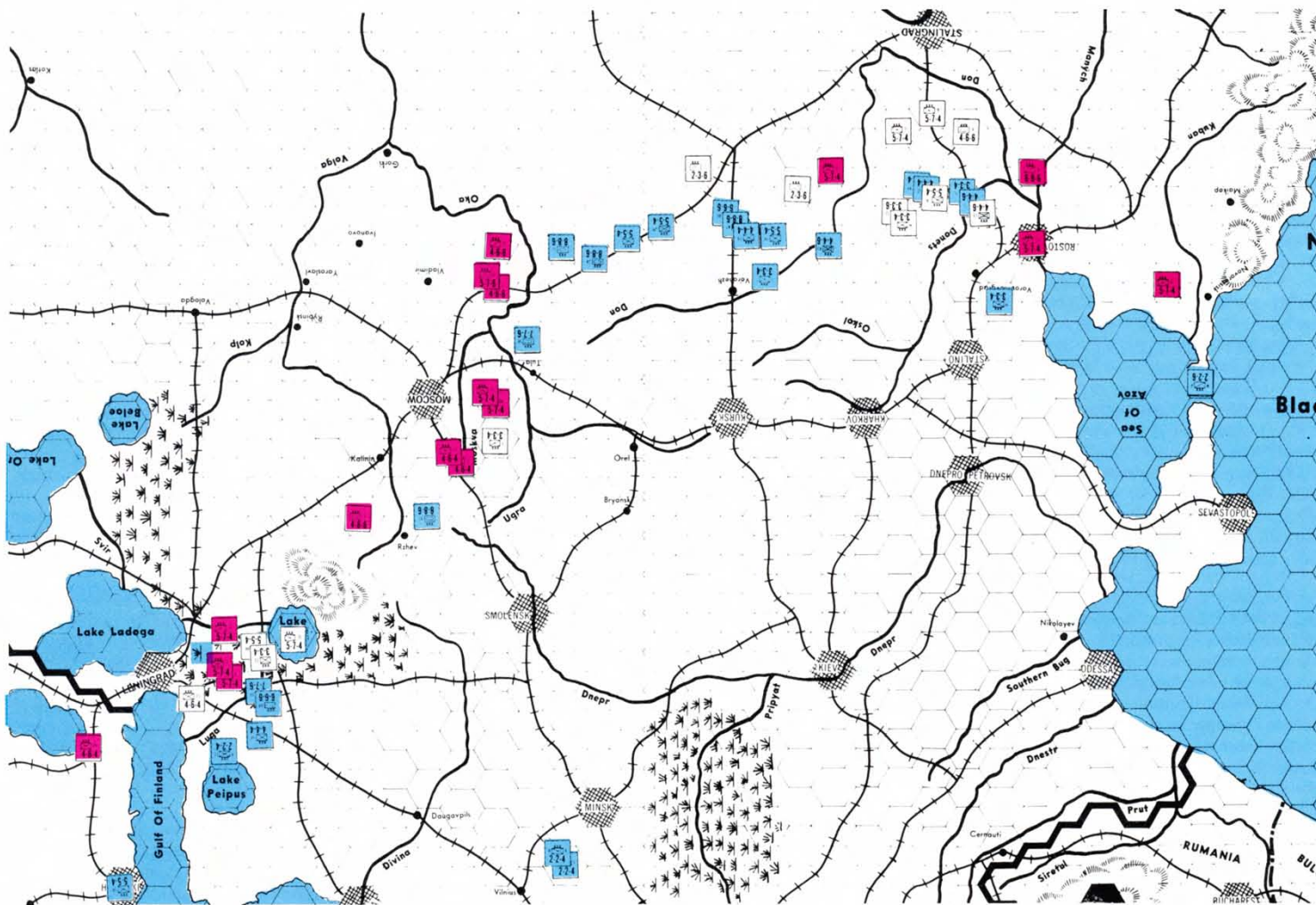
FINAL REMARKS

Russian Comments: My basic philosophy as the Russian in this game is to give up ground as slowly



GERMAN NOV '42—The Russian counterattacks to regain the Oka River and destroys the Italian Cavalry with yet another in his series of uninterrupted DEs. The November snows limit movement and lead to some strange attacks. Uppermost among them is the 1-2 Exchange at Moscow costing the Germans 20 factors and still not gaining the city. Aside from the customary delaying AVs the German causes no

further casualties, settling for DB2's in a 4-1 vs the 4th Armor and a 3-1 vs the 4th Infantry. In addition, a Hungarian unit is lost in a 1-2 soakoff near Leningrad. The German has lost 23 factors to the Russians' 20 and is no closer to taking a major city. The Russian counter offensive is about to begin.



RUSSIAN NOV '42—The tide has turned. The Russians destroy 4R in a 4-1s before Leningrad—losing the 6th Armor in a 1-4 soakoff. The Moscow chapter is closed with a 6-1 DE of the Italian Infantry left to guard the Moskva.

The German now realizes that the game is forfeit and throws caution to the winds, hoping to reverse the tide with a series of low odds attacks. The December turn will be his last. He AVs the 2nd Armor at 5-1s and nails the 35th in Lake Ilmen with a 1-1, losing only the 11th Infantry in a 1-5 soakoff. The 44th Armor also eliminates the

Russian 11th Infantry in a 1-1 as the German close in on Leningrad but it is too little too late. Aside from a 6-1 DE vs the 7th Armor the German has enjoyed his last success—ending the game in a pool of blood before Stalingrad with 3 low odds exchanges vs the Russian 8th & 36th Infantry and 4th Armor.

as possible without undue sacrifice of units. It is often tempting in the early part of the game to throw another delaying unit out in the open rather than falling back to a better defensive position, and the full effect of that is not felt until later in the game when Russian units are scarce and the front line is long.

I think Joe's aggressive play with the Germans is the most successful way to defeat a competent Russian. Not only is an occasional low-odds attack a good way to make an unanticipated breakthrough and disrupt the Russian player's careful plans, but I think that just the knowledge that the German might at any time risk a low odds attack causes the Russian to give up certain concessions. I found myself overfortifying certain crucial sectors of my line to prevent even low odds attacks there, and consequently giving better opportunities against other sectors of my line.

German Comments: Tom is a competent, experienced *STALINGRAD* player. Against this combination the German player cannot win on tactics alone. All the dirty tricks in the world, correctly executed only give a slight edge to the attacker. Solid play can only be beaten by more solid play.

And this is where I went wrong.

When you first master *STALINGRAD*, you understand defensive tactics, offensive tactics, and

the end game. As you become a better tournament player, you develop a good opening, but the middle game can only be understood after hundreds of hours of experience against as many competent Russian opponents as possible.

As the German player you want the Russian to oversolidify the Divina during the middle game, and you shouldn't attack it with your main strength if the Russian is weaker elsewhere. As I have learned from Paul (Bakulski) after hours of analysis of this game, the German usually wins the game by breaking the Don and with it Russian mobility and communications during the middle game—he doesn't try to do this, the Russian player naturally gives him this area because the Moscow-Leningrad and Stalingrad-Rostov sectors are so much more important.

Neutral Comment: *The Series Replay* pretty much speaks for itself. Early unnecessary German losses (at BB14, the 1-1 on the Prut, the soak-off near Lwow) were offset by unexpected Russian withdrawals from the Nemunas and Dniepr. I feel the German had the upper hand until the disastrous attack on the Divina. After that point it became necessary to gamble on a well placed low odds attack or two.

EPILOGUE

The game was won by Tom after three more furious turns of attack and counterattack, and when

the smoke cleared, Joe could not take Leningrad or Moscow by the end of the game. In the rematch Joe barely squeezed out a victory with the Russians so that neither player gained or lost AREA points as a result of their PBM match, but they did gain a great deal of experience and satisfaction that they played excellent games.



THE GENERAL BINDERS

These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of the *THE GENERAL* and the Avalon Hill Game Company located on the front and spine. Each binder measures 9" x 12" x 1 3/4" and holds twelve (12) copies of *THE GENERAL*. Spring-steel retaining wires hold the issues firmly in place, yet your magazines are not damaged in any way, and can easily be removed from the binder at your desire. The binders are available from Avalon Hill for \$5 plus 75¢ postage. Maryland residents please add 5% state sales tax.

POSTAL JUTLAND

JUTLAND—THE POSTAL TEAM GAME
by DON TURNBULL

Postal play nowadays often involves the loss of considerable "feel" for the game as the phases of the newer games have to be dropped in favor of more playable "my turn—your turn" postal mechanics. It is rare then to think in terms of a game's realism and excitement level being increased by postal play. Our British author provides us with just that opportunity with his outline of rules for Postal JUTLAND, and then tops that performance by offering interested readers a chance to participate in a postal game which he is moderating!

Lest Don feel too cocky however we really should state that the sorry picture he paints of JUTLAND sales isn't really all that gloomy. Although poor sales performance was the reason for the game originally being dropped, it remains one of our best mail order titles and has led that division in sales since its revision in 1974.

The history of the JUTLAND game is a trifle sad. It emerged from the stable for the first time in the late 1960s—a product of the early pen of Jim Dunnigan whose work has developed such strength since. Even when first published it did not feature at the top of the sales rankings, and for most of its first edition existence it was probably close to the bottom of the list. It was discontinued as part of the AH streamlining policy, which retrenchment also saw the last of other games like 1914 and Guadalcanal. Later still, it was re-introduced, as a mail order game, with some rules revisions and the inclusion of new mini-games. Even at the time of its reintroduction, it was described (in *The General* volume 11 number 3) as "... excessively long ... still operates on the honour system during the search procedure ... still requires a large flat surface on which to play ... no PBM system". An honest appraisal by AH, but hardly one calculated to inspire widespread purchases. Small wonder, in the face of such honesty, that it is still hardly a best-seller; had the minigames not been introduced it seems unlikely that AH would have reintroduced it in the first place. Since the second edition was published, there have been but three articles about JUTLAND in *The General*, none rated highly in the reader polls. Volume 12 number 3 contained two of these articles (the third was in volume 11 number 4), and AH ruefully reported on the reader poll in the next issue: "Volume 12 number 3 apparently suffered from too much JUTLAND material as we took it on the chin with our worst rating ever". Note that AH doesn't blame the articles (correctly) but the subject matter—JUTLAND is still the AH Cinderella.

In light of all this, you may doubt my sanity in writing about JUTLAND here. But, you see, I believe in fairy stories, and though I would not go so far as to cast two very unlikely and unprepossessing candidates (Ken Norris and myself) in the roles of Joint Fairy Godmothers, I would say that a magic wand is available to solve at least some of JUTLAND's problems, if only we can be bothered to find it. That magic wand was originally forged by Ken Norris as a set of rules for postal team play—rules which not only overcome normal PBM problems but also, transform rather a dull, tedious, mechanically-imperfect Cinderella into an exciting postal Princess. Indeed, there is no reason why some of the improvements in the postal rules could not be incorporated into the ftf game. My role was as a sort of assistant blacksmith—to refine and test the original forging into a workable piece of equipment.

So believe me when I say I am not just being stubborn—blow the dust off the forgotten JUTLAND box: as with so many things, there is another way of looking at it. I hope this article, which describes the postal rules and procedures, will resurrect interest in what is potentially a fine game.

Search.

One of the principal faults with the ftf game is the inordinate length and tedium of the search procedure, coupled with an unsatisfactory offshoot which gives the players 'partial intelligence'—approximate information, which they should not have, about the location of the enemy fleet. The concepts of 'scouting' and 'patrolling' don't really enter into the ftf game: each player can do little but hope that his guesses prove correct and that, when two opposing forces happen to stumble across each other, his guns will be bigger than the ones the other guy can bring to bear.

In the postal game the mechanics are simple and use the standard AH search sheets, but they remove unwanted intelligence elements and speed up search, in terms of player time, that is. Both fleets start in port at 0100 hours on 30th May. For every hour of search procedure, each commander writes orders for the hour and sends them to the monitor—a third, neutral party who must not only be familiar with the game but must also have patience and forbearance in plenty, for he must see the whole picture yet take no part in it and it is his task to send immediate and individual reports to the opposing sides. The monitor must be prepared to act quickly; nothing harms a postal game more than slow response from the monitor and in a game of this length the maintenance of player-interest is vital. The monitor plots the moves and then sends a report to each commander, advising of any contact, result of U-Boat attack etc. He also tells the players what procedure is to be followed for the next move—e.g. 'continue search procedure', 'start battle procedure' etc.

This system, though it solves the 'intelligence' problem and forces players to be more careful and use more ingenuity in scouting out the enemy, can still be tedious in the early phases of the game. At the start, therefore, the monitor asks for, not one, but ten sets of search orders, one for each of the first ten search hours. He plots these one by one and 'stops the clock' as necessary. If there is no sighting during this time, he advises players accordingly and asks



for orders for the next period, which is probably five hours rather than ten (the forces being by then much closer), and this procedure continues at five-hour intervals, or as amended by the monitor, until sighting does occur. When it does, he 'stops the clock' and starts battle procedure which is described below.

Difficulties can arise, during the period before capital ships come into contact, from U-Boat movement and airship sightings. Clearly this sort of information must be relayed back to the Admiralties and they should be allowed to react after a short game-time delay. The rules leave this area very much to the discretion of the monitor, but suggest that he plots movement up to and including the hour of sighting, plots one additional search hour movement and then stops the clock and reports to the players, the additional hour representing the time taken for the new information to be fed back to Admiralties and for them to react with new orders.

EXAMPLE: At the start of a game both sides send orders for 0100-1000 inclusive. No sightings occur during that time so the monitor then asks for orders for 1100-1500 inclusive. When these are plotted, the monitor sees that a German airship sights some British capital ships in the 1200 turn; he therefore plots up to and including 1300, ignoring orders for the two remaining hours, and informs the players. He will then ask them to send orders for 1400-1800 inclusive.

Above all, the monitor must be flexible and thoughtful. He must at once bear in mind the necessity to keep the game flowing, but at the same time must not reveal more information than realism permits, nor must he give hints, implicit or explicit. To ask for orders for only the next search hour when opposing fleets are close may seem sensible, but if that request comes after a series of requests for five hours' orders, it can in fact convey too much information, implicitly, to the players who could react accordingly. Of course, if the players already know that the fleets are close (e.g. as a result of airship sightings) no secrets would be given away. There is a case, in certain circumstances, for asking the British to provide orders for five hours (they may know of an airship's proximity but have no information on the positions of surface vessels), the Germans (who have a lot more information) for only one or two. Obviously the reports to each side are different. I have often re-typed a report because it seemed to me there was a danger of a player inferring more than I had intended. The Fairy Godmother never had it this difficult.

Players must send orders which are clear and unambiguous. Fast search speed ships must be given two hexes through which to move in the appropriate hours, if required by the player, unless the course makes the intervening hex obvious. The postal version allows full use of the German airships, which again must be given two hexes per hour if normal movement is required. Airships may be used more than once; after returning to base, they may be ordered out again after a 3-hour refuelling period. Airships which sight British ships will always be sighted by those ships and the event will be reported to both players.

Again, the postal version allows full use of U-Boats, which may initially be placed in the search hexes desired by their commander. Orders for U-Boat actions must clearly state what happens if British ships enter the same hex; the monitor should accept conditional orders here—the U-Boat commander may wish, for example, to attack unescorted BBs but would turn away if there were DDs present. Similarly the British ships must be given orders by their commanders indicating the action they would take in the event of a U-Boat attack.

Although U-Boat movement conforms to the normal rules, complications can arise if a U-Boat continually turns away from contact, thus exceeding its normal movement limit. This sort of complication is again handled by the monitor. Generally, the turn-away arising from one search hour is counted as the movement for the next search hour, but turn-away could occur again and create the situation in which the U-Boat is moving every hour. In such a case the monitor would inform the German commander that no movement of any sort is permitted that U-Boat for a specified number of hours, in order to restore the average movement rate. This forces the German commander either to attack when sighting British forces, whatever the composition of the forces, or to order his ship 'to the bottom' so that it stays in the same search hex for a given period and does not sight enemy ships during that period (nor is it sighted by the British).

If a U-Boat sights and attacks a British force, the presence of the U-Boat is always reported to the British commander even if the attack is indecisive. A U-Boat which turns away on sighting the enemy, however, is given a 50% chance of escaping without being spotted and the monitor will roll a die to resolve this. At night the U-Boat is never spotted.

This covers the search procedure. In my experience, the system is smooth and reasonably fast-flowing—it creates an interesting battle of wits not so effectively generated in ftf play. Airships, U-Boats and fast, light, scouting forces assume more significant roles than in the normal ftf game—indeed I gather they are often 'le in the box' in ftf play, which is a great pity.

The Team Game.

Taking time off from the rules for a moment, one of Ken Norris' important innovations was the use of teams in the game. The first JUTEX games had three or four players on each side—one commander-in-chief who determined overall strategy and policy, and subordinate commanders who tried to execute that policy without driving their ships into each other. The CinC had the task of allocating all the ships available to commanders in his team and issuing general instructions to the commanders. Orders were sent by each commander direct to the monitor and an obedient subordinate sent a copy to his CinC, despite the additional postage cost (actually I think that nicety could be dispensed with; if a commander isn't going to do the right thing, he won't send in orders so early that his CinC has time to amend them, and anyway there is nothing approaching realism in this). There was a

chance that a commander would, deliberately or accidentally, depart from the letter or spirit of his CinC's intentions and this might reduce the effectiveness of coordination, to say nothing of the morale, of that team. There are those who dislike the 'team' concept because of the uncertainty it adds, just as there are those who dislike the 'anonymity' rule in postal *KINGMAKER* games. For my part, I welcome it and leave others to make their choice.

Given a team situation, though, it was even more important for commanders to coordinate their movement in battle otherwise a collision between friendly ships was a real and awful possibility. I remember only one of these in the early games when a commander failed to send in orders by the deadline and his ships steamed full speed ahead as before, only to run smack into a BC squadron moving across their bows; an interesting departure for any game, and one which is not without its real-life parallel.

In the early games each commander retained control of the force of ships initially allocated to him throughout the game; this led, when battle was joined, to some of the players whose ships were elsewhere not taking part in the action and in these circumstances they could be pardoned for losing interest. It's not much fun spectating a battle in which none of your own ships are involved, particularly if the action is prolonged. I suspect this factor, more than any other, was responsible for the failure of some of the early games when players decided they had seen enough. Recently, I have introduced a new ruling which forces each CinC to reallocate all ships involved in an action at the start of that action and in such a way that every player in each team is responsible for one of the ships involved. I suppose a case will arise in which there are fewer ships than there are players, but if it does happen I suspect the action will be brief. When battle is over, ships are reallocated back again and search procedure restarts; the CinC could make an entirely new allocation at that point, and will probably wish to do so if a number of ships have vanished vertically. Obviously the team game is an option—postal *JUTLAND* can be played just as effectively between two players as between two teams, so long as the monitor is in the middle, and indeed dispensing with teams dispenses with communications problems. However I like to think that team play, and the attendant problems of communications and relationships, add a welcome element; if nothing else, a team game puts wargamers in contact with each other, and this in my belief is the most important aspect of the hobby.

Battle.

For the postal team game you need no large surfaces or even the ship counters. The much-crawling-on-the-carpet nuisance of the ftf game (for has anyone found the 3' x 4' area suggested by AH to be adequate?) is a thing of the past. The only item of additional equipment needed is a large sheet of graph paper. If the postal rules inspire players to do nothing else but replace the carpet by a large sheet of graph paper (for playing *JUTLAND* on, that is) then they have in my view conquered the second major difficulty of the ftf game.

The graph paper we used was 21" x 18", marked in tenths of an inch. A smaller sheet would suffice, given proportionate reduction in the scales and measurements given below; however actions involving large numbers of ships would be made more difficult to plot, particularly since it is necessary to label each 'ship' on the battle chart with its name, or at least an abbreviation.

A large hexagon is drawn on the graph paper to represent the hex in which the action is taking place. To draw the hex, first locate the centre of the paper and the east and west boundaries (18" apart) by eye;

it is convenient to locate the east and west 'flats' on thick, rather than thin, lines on the graph paper. Then plot the vertices of the hexagon which are all 10.4" from the centre—one due north and one due south of the centre point, two each on the east and west 'flats'. As a check, each hexagon side is also 10.4" long. Since the east-west dimension is 18" or 180 small squares, and this represents 36,000 yards, each small square represents 200 yards square.

Each small square is given a pair of coordinates separated by an oblique stroke first the west-east coordinate, then the north-south. (It is a pity that Ken didn't use normal convention here—west-east / south-north—but by now the tradition has been established and for the sake of continuity perhaps we had better stick to it). The west-east grid consists of the numbers 1 to 180 inclusive across the top of the hex; the north-south grid consists of the numbers 1 to 208 inclusive down the west side. The square 1/1 is, of course, well outside the hex itself at the top left corner of the paper. As check points, the small square whose south-west corner is also the south-west vertex of the hex is 1/156; the small squares around the centre of the hex, starting in the north-west and moving clockwise, are 90/104, 91/104, 91/105 and 90/105 respectively.

The graph paper is used for all battle actions. On it, monitor and players plot the positions of each ship involved (use very soft pencil and have a good eraser—the sheet gets a lot of use!) Sometimes the monitor's copy will have more information than the players'—some ships which the monitor will plot may be beyond visibility of their enemy and therefore their presence is not reported by the monitor. When the postal *Jutland* games started, clear film coverings and inks for marking them were relative novelties, but nowadays the pencil and eraser are rather out of fashion. If you use a clear film covering on the battle sheet and spirit pens or whatever to mark it, make sure the markings can be completely erased otherwise the sheet will not last many actions. Of course, if action spills over into two hexes, an additional sheet is needed and the same is true if two simultaneous actions are taking place in different search hexes. Players usually manage to get by with a single sheet but the monitor will need two or three in most games.

Since each small square represents 200 yards square, only one capital ship, CL squadron or DD flotilla is allowed to occupy a small square at any one time. Further, occupation of adjacent small squares is prohibited—at least one square of clear water must be left between neighbouring capital ships, squadrons or flotillas. This is not because the ships were more than 300 yards long (though a DD flotilla was) but to represent allowance for maneuvering space. Some monitors may prefer not to use this restriction, while others with more information than I have will determine what British and German naval doctrine had to say about the matter at the time, and reflect it in their rules.

The range between ships is measured with a ruler marked in tenths of an inch and placed so as to join the centre of the target square to the centre of the square occupied by the attacking ship; the distance in inches is converted to game yards by multiplying by 2000. Thus ships 3.6" apart on the battle chart are 7,200 yards apart for ranging purposes.

Movement on the battle chart is straightforward. One basic movement factor of a ship allows it to move through 3 small squares orthogonally; diagonal movement counts 1½ rather than 1, so one movement factor permits movement through two small squares diagonally. Fractions can be carried over within the movement phase if a ship combines orthogonal and diagonal movement, but not from one M&F phase to the next. A ship cannot change direction in fewer than 3 small squares and cannot change course by more than 45

degrees each time. The minimum turning circle for capital ships is therefore 9 small squares or 1800 yards. A turn through 45 degrees from the last direction of sailing is permitted at the start of each M&F phase.

EXAMPLE: *Tiger* starts a M&F phase in 6.96. She moves east to 9.96, south-east through 10.97, 11.98, 12.99, south to 12.102, south-west through 11.103, 10.104, 9.105 and finally west to 6.105. This reverses her course and total movement used is 9 orthogonal @ 1 plus 6 diagonal @ $1\frac{1}{2}$ = 18. Since *Tiger* has a movement factor of 12 she could, for example, move 18 more small squares due west.

Light ships (See 1974 AH rules page 8, Maneuver paragraph 4) have smaller turning circles than capital ships; they need move only one small square between 45 degree changes of course.

It is the responsibility of the monitor to determine the initial positions of opposing forces on the battle chart at the opening of in-hex hostilities; here again, flexibility (and perhaps a knowledge of basic geometry) is necessary. The normal procedure is to enter the ships on the battle chart at the point at which sighting first occurs, then move them one M&F phase. For this reason—and as in the search procedure there is a 'reaction time' motive here—the first hour of any action has seven M&F phases rather than the usual six, the first being in reality regarded as the last portion of the previous search hour—those few minutes during which initial sighting are confirmed and everyone wonders what to do. This means that ships will already be within sighting distance of each other, but usually not within firing range, which is as it should be given normal visibility. However, if opposing forces enter the same hex through adjacent hex sides, for instance, the leading ships or ships 'on the wings' might already be within firing range; this is unreasonable, so the monitor should adjust the initial positions of the ships in accordance with the circumstances, and this is where flexibility and common sense come in. Sometimes he might even decide that it would be more reasonable, in a particular case, to plot initial positions on adjacent battle hexes and have sighting and even firing crossing the hex side between; gamers will want to avoid this when possible—it increases the amount of paper and could confuse everyone.

The initial placement of ships can be a tricky business and may demand geometrical skill if it is to be absolutely accurate. However, perhaps absolute accuracy is not required (it certainly doesn't take place on the carpet on the ftf game, and Cinderella's slipper didn't fit all that well or it wouldn't have come off). Generally speaking, the guiding principle can be summed up in the sequence:

- determine which ships of opposing sides are the first to sight each other
- place them in position so that the distance between them is equal to the current visibility, remembering that the central axis of advance of each force is the line joining the hex center to the mid-point of the appropriate 'flat' of the hex
- place other ships in each force in their correct positions relative to the sighting ships; resolve one round of fire if ships are within firing range
- move all ships one M&F phase in the direction of advance
- if ships are in firing range execute one round of fire
- report to players and ask for orders for the next M&F phase.

It's much easier than it sounds—honest!

As you will see from the above, each commander is asked, early in the game and long before there is any possibility of action, to lodge with the monitor provisional gunnery orders for each of his ships. The monitor can then use these if it turns out that ships get an early chance to fire on each other (perhaps

when the visibility has been reduced); this saves time and perhaps reflects initial reactions in the face of an unexpected enemy. These orders can be conditional to reflect various possibilities—e.g. 'fire on closest enemy capital ship, BB rather than BC if both are available targets at approximately the same range'.

Other information which the monitor needs from all players, before there is any ship-to-ship action, concerns the composition and disposition of task forces controlled by each commander. This information should include the number of columns, the names of the ships and their positions in the columns, distances between columns and between ships of the same column, position of DD flotillas etc.

During battle, the respective commanders send their movement and gunnery orders to the monitor in the same way as search orders. For ship movement, the orders must say not only where the ship ends its movement but also the small squares through which it passes on the way (the first and last squares of each straight section are sufficient). If a commander fails to order his ships, it is assumed that the guys on board will continue to obey the last orders they received and will duplicate the move made in the previous M&F phase. Gunnery instructions should state the name of the firing ship, the previous position of the target ship (since the name of the opposing ship will not be known, and movement is simultaneous) and the number of factors firing. If several ships are to combine fire against a single target, this must be stated. A commander is allowed to write gunnery priorities—for example 'Agincourt fires 14 factors at nearest BB; if no BB in range, fire on nearest BC; if no capital ships in range, fire at nearest light ship'. It might be argued that conditional instructions of this sort should not be allowed in gunnery—that guns will already have been aimed at a particular target and the fire will be less effective if the target is changed in the middle of a 10-minute M&F phase. This is really up to the monitor, but for my part I think little purpose would be served in complicating the issue at this stage. That completes the description of the process for the battle phases. The reports to the players are, I think, fairly obvious and of course each team gets an individual report. I have found this process quite simple, and indeed fascinating, to operate; it is much better than the ftf game procedure, and this counts for a lot in *JUTLAND*.

Optional Rules.

Use or otherwise of the optional rules is really at the discretion of the monitor. We have found only one change desirable—visibility is ascertained each search turn rather than each battle turn; this is really only for convenience in play and admittedly represents a departure from realism, so another monitor may decide to retain the original. Fast Search Speed, German Submarines, German Air Reconnaissance, Reduced Visibility, Wind Direction, Extraordinary Damage are all rules generally included in the postal version, while the practice has been to leave out British Sweep (taken care of in the revised search procedure, effectively), Additional British Forces and Redistribution of British Forces. Ammunition Supply Limitations are generally ignored, but Smokescreens are included.

Having said this, the only optional rule which doesn't really apply to the postal game is British Sweep—all the others can be used without difficulty.

Finally.

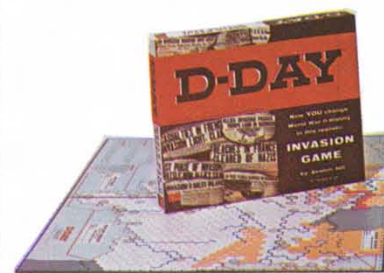
We have here a set of postal *JUTLAND* rules which not only make PBM possible but also make improvements on the mechanics of the ftf game. The

resulting PBM game is no longer than a typical postal *DIPLOMACY* game, for example, so the sheer length of the original ftf game need not deter those interested in PBM. In my submission, from experience of half a dozen games, anyone with a modicum of interest in naval wargaming and with the stamina to assume responsibility for a postal game will find *JUTLAND*-by-mail a real challenge, a real excitement. Perhaps we will see in the next few years some other game taking AH's Cinderella title—certainly *Jutland* does not really deserve that fate.

JUTLAND 77, a postal game I am monitoring, has just started, but I am prepared to monitor other postal *JUTLAND* games (my fees are very modest!) and interested players should write to me at 5 Greenlands, Red Cross Lane, Cambridge CB2 2QY, U.K. US players, and others living outside the UK, are welcome to join.



D-DAY '77



James Stahler, a local gamer of considerable reputation, has authored the third edition *D-DAY* rules with co-development by Richard Hamblen and Don Greenwood. The *D-DAY* revision was originally intended as just a clean up of a poorly done, outdated set of rules which had been passed up by the state of the art. *D-DAY* has been one of our biggest sources of nut mail due to the incomplete and poorly done rules of the 1965 edition. The current revision not only does away with the problem in presenting ambiguity-free rules, but also addresses play balance problems and incorporates design innovations which have been developed in the past decade; without going into complicated phase systems which would ruin the game's excellent postal characteristics.

Among the changes are revised, more realistic supply rules which make South France a viable invasion site, strategic movement, tactical air-power, carpet bombing, river interdiction, and strategic fortresses whose capture affects the Allied replacement rate. But above all, these rules are ambiguity-free—a competitive postal player's dream—and a 100% improvement to the old classic.

The revised *D-DAY* rules sell for \$2.00 plus postage costs, and are available only by mail from Avalon Hill. Due to overstock and the slowness with which retail supplies are moved, these rules will not be found in *D-DAY* games on the retail shelves for several years. If you order a *D-DAY* game by mail, be sure to request the new rules. They will be provided free to mail order purchasers of the game if you request them with your purchase. Maryland residents add 5% state sales tax.



PATIENCE IN 1776

by Major Edward Caswell

It has been my observation, no adequate work or article oriented toward British strategies in the 1776 Campaign Simulation Game (CSG) has yet appeared. In fact, Crown conduct of the war has so far been treated only as an aside to, or as part of, comment generally devoted to American technique. Further, most of these same writings also represent British strategies as necessarily containing significant actions in 1776—the first year of the war—while at the same time reflecting an opinion only the Continentals must be patient to win; a misleading theme at best (at least in view of my experiences with the game).

It is believed the cause of this shortcoming is a subconscious form of patriotism on the part of player/contributors, coupled with a general feeling the British have an "easier go of it."

To implement a winning strategy, the Crown forces must also "bide their time," with no major actions initiated until the spring of '77—the second year of the war. The British, in my opinion, have the uphill struggle—not the Americans—and consequently must be meticulous in preparation for the offensive.

Before proceeding, two constraints which apply to this paper should be mentioned. The CSG Rules (Second Edition) less Continental Navy, and Inverted and Decoy Counters apply. Also, it is well realized elements of this dissertation could easily be expanded to articles in their own right, however, the article will only address a need for British patience during the first year of the war, regardless of long-term strategies.

Arguments in support of the above may be divided into three broad categories; strategies involved, manpower to sustain these strategies, and supporting logistics. Each is discussed, in turn, below.

The conflict is one wherein conventional forces, the English, operate against guerilla elements, the Colonies, in a rugged, distant land favorable to the highly mobile (extra Movement Factor (MF)) and resultingly elusive enemy. To alleviate—or at least temper—the problems inherent therein, the British must, above all else, establish a strong front with one area being cleared before moving on to the next. To campaign effectively against the elusive Continentals, the Crown forces must employ multiple, strong (secure 2:1 or better combat ratio odds as well as balance an occasional "bad" die roll), mutually supporting (where possible) columns, operating on axis' with multiple objectives. The fleet also represents a potential "column" where Class 2 or 3 rivers are available. Obviously, the manpower and logistics base required to support strategy is large.

For all practical purposes, British strength has an effective ceiling while American manpower is potentially unlimited. The bulk of the British forces arrive during the first year of the war. After that, their manpower allocations are small enough not to be considered worthwhile in constituting a large (strong) force/column. Those elements arriving after the first year are sufficient only to "fill out" major columns which have suffered casualties—nothing more. The Crown must allocate carefully those significant forces arriving during the first year. Three or four major formations should be built up in preparation for the offensive. And, to those who would argue the American army is growing stronger also, I would reply, "Winter Reduction—at the end

of 1776—will provide sufficient counterbalance to this occurrence." Winter reduction is the "equalizer" during the first year British buildup.

It is imperative the logistic support to sustain combat operations be adequate. Ports, where manpower and supply units enter the theater must be properly garrisoned/defended to insure a continuous supply line to the campaigning columns. The construction of fortifications provides for favorable die roll adjustments when defending, while the construction of magazines insures continuing supply for any defending units within the fortification or in the immediate vicinity. Construction of these facilities requires, however, three Supply units; two for a Magazine and one for the Fort. An artillery unit is also a requisite for Fort construction. And, it takes no great strategist to realize these resources—Artillery and Supply Units—take time to amass. As mentioned above, the British army has pretty much peaked by the beginning of the second year. Only routine combat and supply unit replacement occurs thenceforward.

Again, it is emphasized the British strategy recommended above is dictated by the nature of the war being conducted. Further, this type of British strategy is dependent upon adequate and concentrated manpower (prior to conducting operations) and abundant supply. The "Redcoats" must, repeat, must be patient and "hold off" until such resources are available. This means delaying until 1777 any major maneuvers/combat.

As I move toward the end of this "treatise," two important points must be made. First, the mental state or mental concentration of the British player is paramount. Realizing I am again repeating myself, I stress patience and a methodical approach to the first year of the war. It is certainly "fun" to move out immediately against the scarce and scattered Continentals, but it is also not a "winning" method. Early on, the British cannot afford manpower losses resulting from battles at poor (less than 2:1) odds. They would never be able to field sufficiently strong columns to "trap" the enemy. The British player must be careful not to be distracted from his methods. He must not fall victim to deception by the American contestant. Certainly the American opponent is wise enough to realize what the Britains are doing and will attempt to entice them into moves/combat which will lead them away from their plans/goals. The weakness—and that is probably an ill-chosen word—to this entire buildup operation is it leaves only nine turns in which to conduct offensive operations in quest of MVC #1. However, this necessary evil may be overcome by precise timing on the part of the British when conducting their moves/combat during these nine turns.

Finally, employment of forces in line with the above "guidance" will not guarantee a win, but will enhance the chances. As stated early on, I believe the British have an uphill struggle. Additionally, these methods will leave the Crown player with a solid position with which to begin the third year of the war. At this point—in fact, during the second year—the strategy/tactics change also. From the spring of 1777, and on, the enemy must be pursued relentlessly and without mercy to avail oneself of the best position prior to the entry of French forces.

AREA TOP 25

RANK	NAME	TIMES		PREVIOUS	
		ON LIST	RATING	RANK	
1.	W. Dobson	3	NGM2363	1	
2.	R. Chiang	9	FGN2156	2	
3.	T. Oleson	10	MNU1928	5	
4.	P. Huffman	4	DCD1922	4	
5.	K. Combs	1	GFJ1906	—	
6.	J. Zajicek	4	DEK1897	3	
7.	D. Cornell	3	KEI1843	7	
8.	J. Angiolillo	3	CEH1842	6	
9.	D. Barker	8	EFK1831	10	
10.	D. Burdick	1	CDG1819	—	
11.	S. Packwood	8	EFE1803	8	
12.	J. Sunde	2	FFF1771	17	
13.	S. Heinowski	8	DEJ1746	12	
14.	G. Kilbride	7	DEI1744	13	
15.	R. Leach	3	CFI1732	15	
16.	K. MacDonald	2	CDF1717	16	
17.	K. Blanch	3	CEE1711	18	
18.	B. Haden	2	DFG1696	19	
19.	D. Greenwood	2	CDD1692	14	
20.	F. Small	1	DDG1664	—	
21.	D. Stephens	1	CEH1648	—	
22.	R. Wood	7	FFN1643	11	
23.	D. Agosta	3	ECE1639	20	
24.	C. Todoroff	1	EHJ1629	—	
25.	J. Kenower	1	CEE1607	—	

The above players represent the 20 highest verified (11+ rated games) of the 3,000 member AREA pool.

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A.H. Philosophy . . . Continued from Pg. 2, Col. 3

enabling you to match the top of each counter with the same side of the magnet. This allows you to stack the counters uniformly so that they will remain in place even in a vertical mounting when stacked 6 or 7 high! A one foot length magnetizes 24 counters. Thus, a game like *STALINGRAD* could be magnetized with slightly more than four feet of tape.



You'll also need an *unmounted* mapboard and any magnetic surface of sufficient size. Should you lack a metal surface, any local hardware store should be able to provide you with an attractive piece of sheet metal (such as the one in the photo) of the appropriate dimensions for about \$2.00. Naturally the system is less useful for games with two-sided counters.

The magnetic tape sells for 90¢ a foot in one foot intervals or the discount price of \$7.50 for 10 feet. Unmounted mapboards are available upon request for \$6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.

★★★★★

**THIRD REICH** Cont'd. from pg 19, col. 3

upon the entrance of the Americans into the war. If things have gone well for England up until then, loans can serve to make the Allies' BRP edge a little better.

THE UNITED STATES: The Americans' dilemma is having overwhelming BRP strength, excellent combat strength, but agonizingly slow deployment capabilities. When she enters the game, it is best the United States builds only as many forces as are needed and can be shipped to England. The rest of the BRPs should either go to keeping Russia in the game or to savings.

Don't think that once the tide begins to turn in the game, the Americans are a bottomless well of BRPs. They can, and often do, run out of BRPs in 1942, 1943 and even 1944. The Americans should be bold in their use of BRPs for offensives, but not reckless. This is most true in terms of invasion attempts. As at Dieppe, no hastily planned and under-manned invasion will succeed. It's best to go slowly and build huge forces, certain to land and break through on the first turn.

Like England, the United States' chances for expanding her BRP base are mainly confined to saving or reconquering German-held territories.

This can be important, though. Taking France or Italy, or even some of the Baltic countries, by the end of 1943 will make the Axis feel the BRP pinch a little earlier, while giving the Allies a freer hand.

For strategic warfare, the Americans must join the British in eliminating the U-Boat threat. Once that is accomplished, usually at the start of 1944, it's only marginally helpful to construct SAC factors to turn on the offensive. The Germans' 3:2 advantage in BRPs spent in strategic warfare will continue.

FRANCE: France's BRP situation is clouded by her short stay in the game. France will likely be conquered despite having a bounty of BRPs left. That is her lot in the game. She loses because of a lack of military strength rather than BRP strength, and is better off spending her time entreating British help than looking for places to expand her BRP base.

RUSSIA: There is no better example of BRP warfare and how it translates to the conducting of combat than in Russia. Germany's war with the Soviets is very dependent on economics. Even the victory conditions for the Axis reflect this. After all, the Soviets don't fall when Moscow is captured, but when they don't have the BRPs to build a 75 factor force any more.

BRPs are the key to Russian existence. Space, cities and units (to a lesser degree) are expendable. Some of the BRPs for Russia can come from economic expansion into the Baltic States, or into an Axis minor if the Germans have foolishly left one ungarrisoned early in the game. Turkey, though inviting, isn't worthwhile to attack. A wise German will make sure the Russians don't hold Turkey long enough to make it profitable. A Russian invasion there may actually help the Germans, since the Russians can't afford too many units to guard the country. A quick German thrust will take the minor in little time, possibly giving the Axis a valuable flanking position.

Saving BRPs, of course, is impossible. The Russian commander should use offensives early in the game only extremely rarely. He should also try and concentrate on building back his infantry once the invasion begins, rather than armor and air force. The latter two types of units are offensive weapons. Infantry is nearly as good as armor and better than air force on defense. For those reasons, the Russians should hoard armor and air power. In fact, keeping the air force off the front line, out of counterair range, is a good practice.

Nearly half of Russia's spendable BRPs in the years 1941-44 should come from the Allies. Without this aid, defeat is hard to avoid and victory is impossible to achieve. That means for the sake of having a route to receive those BRPs, the Russian player must be careful to defend the northern frontier for Murmansk Convoy shipments and the southern frontier for Lend Lease traffic.

Once the tide turns, the Russian player should be relentless in destroying German units and winning back territory. The Russian front, because of its size, is where BRP advantage can show most quickly. A steady loss of German troops there will press her ability to rebuild and SR units back to the front.

CONCLUSION

As stated earlier, BRPs alone do not determine the winner of *THIRD REICH*. Without an advantage at the time, though, victory is nearly inconceivable. Therefore BRP policy, determined before the game and refined as each year progresses, is mandatory. Part of the fascination for a game like *THIRD REICH* is that no two games are the same. That's true of how a side handles its BRPs also.

Many times it will be events which determine BRP strategy, rather than the BRP strategy which

determines events. But it should still be possible for a player, who has assimilated the facts in this article, to play an even larger part in the destiny of his country. He may find himself cast in the role of the BRP-rich player more often than as the poor, pitiable bankrupt one.

★★★★★

**VICTORY AT SEA** . . Cont'd. from pg 13, col. 3

5.62 No combat takes place. "Raiding" ships have no effect on a sea area—they do not hinder enemy "patrolling" ships from controlling sea areas.

5.63 Ports and bases are not affected by being surrounded by enemy sea areas; the two-turn capture rule does not begin until the turn fighting starts.

5.64 Special: SAIGON becomes a Japanese port at the end of turn 2.

5.7 STARTING THE GAME:

5.71 At the time he is moving air units, (i.e., after all patrolling ships have moved) the Japanese player announces whether he is attacking that turn. *After he announces that he is attacking, he may move his units (that have not yet moved) into Allied-controlled sea areas.*

5.72 The units making a surprise attack on PEARL HARBOR must be "raiders" in YOKOSUKA NAVY YARD; these units are placed in the HAWAIIAN ISLANDS at the same time that Japanese air units are moving.

5.73 The surprise attacks are executed *immediately* (i.e., before normal "raiders" get to move).

5.731 The Japanese do NOT get a "surprise" air raid against PEARL HARBOR if they had any ships or units based in TRUK at the beginning of that turn.

5.732 The Japanese do NOT get a surprise attack against INDONESIA if they had any ships or units based at SAIGON at the beginning of that turn.

5.7333 Only the surprise attacks themselves, with no enemy return fire, are executed at this time. Subsequent rounds of combat are left for the normal resolution of combat at the end of the turn.

5.734 If the Japanese player loses a surprise attack, then he just loses that surprise attack—the units can remain in position to make normal attacks during normal combat.

5.735 As soon as the surprise attacks have been executed, the Japanese player announces whether his Pearl Harbor special raiding force is staying for normal combat. Then the Allied survivors in PEARL HARBOR may put to sea, and the United States player rolls for his "LOCATION UNCERTAIN" groups, placing them down as "patrollers."

5.736 Important: The Allies immediately lose control of any sea area in which they do not have a ship or unit when the Japanese have finished their surprise attacks. Japanese "raiders" can then move *through* these sea areas. (This replaces rule 3.231, above.)

5.74 After the surprise attacks have been resolved, the players finish moving their marine units and "raiding" ships still in port, and the I-Boat.

5.75 Any remaining combat in the HAWAIIAN ISLANDS must be resolved first.

5.751 The United States player announces whether his forces in HAWAIIAN ISLANDS are running or fighting and the I-Boat attacks, as normal.

5.752 After two rounds of normal combat, the Japanese special striking force must retreat, which means that if the special force is present, the Japanese must retreat all their units, including any ships that were normal "raiders."

5.76 Then the combats in the rest of the board are resolved normally, and the game proceeds from there.



Gentlemen:

Although I am a long time AH gamer I have only just bought a subscription to the *GENERAL*. Excellent! What can I say? Clearly I should have started this years ago. The first issue that I received was Vol. 13 No. 6. Being a SF fan and fond of Heinlein's books, *STARSHIP TROOPERS* especially, I am delighted to see both this game introduced and the extensive analysis in this edition. If all your editions are as good as this I will never dream of allowing my subscription to lapse! These analyses give one an excellent idea of what a game is like without having to see a copy of the game, thereby saving money for the games that really appeal to the individual.

On the negative side, I wish you would consider the devotion of Canadian (and other non-American players). When we buy a game we must first contend with the unfavorable position of the Canadian dollar with respect to yours, then pay twice as much postage and 32% import duty and tax. For example: A U.S. subscriber gets "CAESAR—The Epic Battle of Alesia" for \$12 U.S. The Canadian buyer pays \$12 + 2.50 = \$14.50 U.S. or at present, \$15.08 Canadian, or if you like, \$18.16 U.S.

This is no fault of yours but I note that the *GENERAL*'s postage coupon says "Valid only in the United States". If Canadian subscribers could use these coupons to pay even half of the postage it would be a help. Perhaps I have misunderstood the meaning of the words on the coupon or you have some good reason for denying us this privilege. If some explanation or clarification could be printed we up here in Canada would be grateful.

Roger Harper
Victoria, B.C.

Again, we commiserate with our foreign customers over the high prices of Avalon Hill games, but financial facts can't be denied. We cannot use the much more efficient and economic UPS into Canada. This forces us to rely on the U.S. Post Airlift, and there's only one thing worse than the U.S. Postal Service... the U.S. and Canadian Postal Service. Thus we pay double or triple domestic UPS delivery charges to the Post Office without the guaranteed delivery of UPS—which means we get ripped off for a lot of undeliverable or lost orders. The postage charge you pay does not cover what we must spend to get the game across the border and into your hands. Besides the inflated postage charges, Canadian orders must be accompanied by a separate declaration statement for customs which must be filled out by hand. It takes our shipping dept. six times as long to prepare a game for shipment to Canada as it does for domestic mail. Time is money and thus we can't afford to pass on the benefit of the postage coupon to you folks up north. We are in a sense already subsidizing Canadian customers by keeping the postage charges as low as they are. These are, unfortunately, the economic facts of life.

★★★★★

Friends;

Though I have been around wargaming for a long time, I only came lately to *The General*. Among the first issues I received was Vol. 14, No. 1. I was intrigued by the letter from Scott Duncan but more for what he missed than for what he said. I'd like to comment on his letter.

First, his analogy between book and game publishing is not quite exact. The lack of errata sheets for books is not from the perfection of books but because the publishers have no reason to issue them. I read quite a lot and I am very familiar with books which need errata corrections. An example would be a science fiction novel, published not too many years ago in paperback, which omitted the last two pages of the manuscript. There are other examples which should illustrate the point I wish to make. That is that the publication of errata, while indicative of a failure of the publisher, is an attempt to make a correction. We are better off with it than without it and I doubt that the day will come when all games can be free of all flaws. Certainly 500 years of books have not resulted in that and wargaming, only 20 years old in its present form, can expect no better.

I have closer agreement with his statements on complexity and proliferation versus completeness. It seems to me that the quality and completeness of games from most publishers are suffering in the explosion of titles. I don't agree

Letters to the Editor ...

that this is a cause and effect relationship. Rather, I believe that these things are happening at the same time and that the large number of new titles released has made it easier for companies to let incomplete titles get past. In games, as in all publishing and entertainment, it is easier to make money by selling a few of a wide range of items than it is to sell many from a smaller range. As readers, music listeners and film freaks have found, it is more rewarding to pick and choose and let your preferences in the things you like in your choices be known.

With luck and response from the publishers, this will result in more enjoyable and complete games. Such games will not come from restricting the efforts of any company or from limiting the degree of complexity which designers put into their work. Advances come only from experimentation. Experimentation comes only when designers and consumers realize that the old days are gone, it's time to move on.

Gamers must make their voices heard. With the proliferation of titles, it will be hard to do this by contributing to the commercial success or failure of any one title or group of titles. Instead, the best results will come from letters of praise or complaint to those publishers who will listen to them (not all will) or from ballots, personal conversation or seminar attendance at conventions such as Origins. If one or both of those routes are closed to a gamer, for any reasons, he can always try to make his opinions known at the local level. It may filter through to the places where it really counts.

Certainly, Mr. Duncan's voice has been heard. I hope that he and others like him do not stop after one success, however. It is just as important that they continue to speak out and also that they support other independent criticism when it appears.

Dave Minch
Atlanta, Georgia

★★★★★

Dear Sirs;

I've just finished reading J. Richard Jarvinen's interesting and perceptive article about his "Viipuri Defense" in the *General* V. 13, #6. I found Mr. Jarvinen's remarks enlightening and helpful, but I've got to disagree with the initial set-up he suggests for the Soviet forces in the Baltic Military District.

Jarvinen places the Soviet 1st and 7th Armoured Corps in H-20, the Soviet 11th Army in G-18 and the Soviet 8th Army in I-19, the idea being that the German will be reluctant to devote all of the thirty-five factors of Army Group North and a Stuka to the overrunning of the five Soviet front-line factors.

My point is that there's no need to overrun them! All the German would have to do is set up the two Panzer Corps available to Army Group North (the 41st and 56th) in G-20, along with the 1st or 2nd Infantry Corp. Since these 19 factors start the first impulse in enemy ZOC, and since F-20, the adjacent hex, is *not* in enemy ZOC, they may move there and continue to move, ending the movement phase of the first impulse on either F-18 or F-19, on the northern flank of the Soviet 11th Army.

Here they'll have 19 factors to the 11th Army's 6 factors—a 3-1 attack (or a 6-1 attack with a Stuka). The destruction, or even the retreat of the 11th Army is devastating for the Russians. It leaves the Germans three options for their second impulse movement: 1) an attack on Riga (foolhardy) 2) a thrust across the Dvina 3) an enveloping attack on the Soviet 8th Army and/or a move against the rail line that enters the Western Military District from the east at L-21. (I recommend #2; it scares the pants off the Russians!) The only problem I can see with this approach is German supply: the 1st and 7th Armoured Corps, bypassed, aren't dead, and must be eliminated. Nothing boosts Soviet morale like seeing the 4th Panzer Army wipped off the map. If the Germans can't take care of them with the remaining AGN units in the first impulse (3-1), they will easily in the second with the help of a couple of unengaged corps from AGC. In brief, instead of stalling the German, Jarvinen's Baltic Plan gives him dangerous mobility and a corridor pointed straight at Leningrad.

With their Stukas and massed armor, the Germans can smash their way through just about anything the Russian can set up in 1941. What's important is making sure that the German doesn't get any use out of his tremendous second-impulse movement-factor. The Soviet 11th Army is the key to this in the "Viipuri" Baltic set-up; it's the hinge of the northern front. At G-18, it's easily outflanked. At F-19, it assures that the German won't get out of the Baltic Military District until his second turn.

Peter Olafson
La Jolla, CA

★★★★★

Dear Mr. Greenwood:

As an avid gamer, the past three years have been very pleasing and encouraging to me in two respects. First, the new releases by Avalon Hill in this period have been excellent in that sophistication has not interfered with playability. Secondly, the revision of the Afrika Korps, Stalingrad, Waterloo, and most recently DDay rules are, to me, evidence of your continued interest in the "classics".

In the *General*, mention was made to maintaining DDay as a game easily played by mail. To many of us, pbm is the most enjoyable if not the only way of gaming. Over this same three year period little attention has been given to a long time classic and pbm favorite, Battle of the Bulge. I would implore you to devote whatever efforts you can to rewrite the rules for Bulge, or devote space in the *General* to many questions and answers concerning its play.

Through the efforts of many pbm games of Bulge, it seems there are still entirely too many questions or misinterpretations of the rules of the game. We realize the time spent answering questions from gamers, on an individual basis, only takes your time and energy from other projects. At times, we have received conflicting answers to the identical question. We appreciate drawing the diagrams to accompany our specific questions, as (theoretically) the diagram leaves no room for doubt as to what the question is. Then too, we suggest that more is needed than a mere series of questions/answers in the *General* as has been done in years past.

The questions/answers approach would be much better than the current method of individual queries. Questions/answers with diagrams and some discussion much, much better. The same incorporated into a rules revision/battle manual better yet.

We "hardcore" who play *ANZIO* cannot praise Tom Oleon highly enough for his continued addendum on the game. But most of us "hardcore" still immensely enjoy the classics. With *BULGE* the sole classic not revised nor discussed over the past several years, we feel somewhat cheated.

Sincerely,
Larry J. Kelly

ED. NOTE: As you've pointed out BULGE is the last of the old classics awaiting its facelift (although AFRIKA KORPS could probably use more than the Q&A Appendix which constituted its second edition). However, because these rule rewrite projects on the old classics come no where's near paying for themselves they are an extremely low priority proposition. BULGE however has not been forgotten and has, indeed, been the subject of an intensive study by BULGE expert Bruno Sinigaglia for the past 3 years. We now find ourselves vacillating between an entirely new game and one which will be merely a cleaned up set of rules. It will doubtless take a while but work is being done on this subject.

★★★★★

Gentlemen:

LUFTWAFFE is, in my opinion, one of Avalon-Hill's finest games. Relatively simple at the basic level, but capable of easy play in the Advanced Game, it allows many diverging strategies for both players. No game of *LUFTWAFFE* need ever be the same. Although there have been discussions on the validity of the CRT, and on game balance, I don't believe that they have

any adverse effect on the play of the game. After several PBM games, however, I became disillusioned with the endurance rules. They are extremely over-simplified, and I feel they place severe restrictions on game strategy and play. After only a day's work, and the investment of about \$1.40, I worked up a solution which allows increased realism, with next to no sacrifice in playability. To implement the idea, you'll need several report covers like those used to protect term papers, some unlined paper, a ruler, and a grease pencil. The aircraft types can be found on the PBM sheet, or the Luftwaffe Target sheet, along with the I.D. numbers. The method I used to construct the "Fuel Record Sheet" is shown, in part below, but any personalized arrangement will do. To facilitate easier organization and location, use a bright or different colored ink for the aircraft type and endurance factors. The sheet also incorporates a Replacement section to tally those factors.

After preparing sheets for the Allies and Germans, slip them into the plastic covers. Remember to include those bombers with time counters, as well as both Bomber and Fighter Replacement columns, on the Allied sheet. By using the grease pencil, you now have an easy to use "Fuel Record" which will last almost forever, and which is easily erased to update the fuel situation. Depending on how much help you need in remembering game information, you can easily note the present turn, which quarter you're playing, jet bases, aircraft withdrawals, etc., using your own personal format.

My endurance entries show the required information as follows. Fw-190, JG-1, for example, shows 12T9. Assuming that this is Turn 8, the twelve shows the maximum endurance in Game-Turns, provided tanks are not dropped early. The 9 indicates that tanks will drop automatically on Turn 9. This is arrived at by subtracting the second number on the aircraft time counter from the maximum endurance number. In summary, this entry shows that JG-1 took off on Turn 8. With 4 turns of flight time, it is due down on Turn 12, and tanks drop automatically on Turn 9. If tanks drop automatically, simply erase the T(X) portion of the entry, as was done with JG-2. If the tanks drop early, just recompute the maximum endurance number by adding the second number on the aircraft time counter to the number of the turn on which the tanks drop, and enter that result. JG-2 must land this turn, and SG-1 drops tanks. A space left blank indicates a ready aircraft.

FUEL RECORD SHEET—
GERMANY

ACFT. TYPE	FUEL STATUS
FW-190	4/3
JG-1	12T9
SG-1	11T8
JG-2	8

Hopefully, someone will read this, try it, and start taking *LUFTWAFFE* off the shelf again. It's too exciting a game to lie idle.

David A. Goodwin
Plattsburgh AFB, N.Y.

★★★★★

Gentlemen:

We all come to a time when we would like to make our life easier. When playing by mail, you still have to divide your stock results by hand, using the tedious and time consuming process of long division. In this age of electronics, we should be able to use electronic calculators to compute the remainders for us. I'm not talking about the large (and expensive) scientific calculators, but about a small 4 or 5 function calculator which most of us already own (or if we don't may be purchased for about \$5.00 from the local department store).

By using the chart below, you may divide the sales in hundreds by 6 and get the remainder by using the decimal equivalent.

1	.166	4	.66
2	.333	5	.833
3	.500	6	.000

Example: Sales in 100's = 296

296 ÷ 6 = 49.333

Die roll = 2

Example: Sales in 100's = 304

304 ÷ 6 = 50.666

Die roll = 4

Example: Sales in 100's = 162

162 ÷ 6 = 27.000

Die roll = 6

George Valaitis
Watertown, CT

READER BUYER'S GUIDE

TITLE VICTORY IN THE PACIFIC **PRICE** \$9
SUBJECT Strategic Game of Naval Action During WWII

VICTORY IN THE PACIFIC is the 34th game to be rated in the RBG and rated slightly better than average with a 2.70 cumulative score. Due to the many innovations and added sophistication found in *VITP* the game improved greatly on the ratings performance of its sister game *WAR AT SEA*, but fared badly in the same categories that hurt *WAS*: Mapboard and Realism.

The increased size of the mapboard (double that of *WAS*) probably had something to do with the improvement exhibited over *WAS*'s mapboard rating of 3.96 but was still not enough to render an average score in this category. And although the realism rating was greatly improved over the 5.12 of *WAS*, it was not enough to hide the disfavor of those who can not reconcile themselves to the fact that a strategic area movement game can be realistic and fun too. It appears that combat has to be resolved on a tactical level to be judged universally realistic. For although the game probably gives the Japanese more credit than they're due in order to make a game out of a very lop-sided situation, *VITP* does illustrate with surprising clarity the basic principles of the war in the Pacific and does so in an enjoyable manner and a reasonable time period.

On the plus side *VITP* tied an existing record (*FRANCE '40*) for best components with a set of beautiful and utilitarian two sided counters and well designed and graphically portrayed setup charts. In addition, the Excitement Level rating proved to be the third best to date behind only the two top rated games: *RUSSIAN CAMPAIGN* and *WS&IM*. The Play Balance score probably reflects the indecision or initial reactions of players who have only gotten a few games under their belts. Our initial reaction to the question was that the Allies had a cake walk but recently as we've concentrated on the more challenging aspects of Japanese play, many of us have come to look upon the Japanese as the favored side.

1. Physical Quality 2.47
2. Mapboard 3.26
3. Components 1.85
4. Ease of Understanding 2.21
5. Completeness of Rules 2.79
6. Play Balance 3.38
7. Realism 3.91
8. Excitement Level 1.94
9. Overall Value 2.53
10. Game Length 3 hours

THE QUESTION BOX

VICTORY IN THE PACIFIC:

Q. Can the Japanese ships making the Pearl Harbor surprise attack control the Hawaiian Islands on turn 1?

A. NO. They are like "raiding" ships, since they must retreat before the end of the turn.

Q. On turn 1, when the Allied survivors move into the Hawaiian Islands, and the Allied LOCATION UNCERTAIN groups are rolled for, can these ships then move into other sea areas that same turn?

A. NO! They must remain where they are, or retreat at the appropriate time.

Q. Do these ships—the survivors and the LOCATION UNCERTAIN groups—count for control? Are they "patrollers" on turn 1?

A. Yes. They are "patrollers", and control the Hawaiian Islands and/or Central Pacific if they remain at sea at the end of the turn.

Q. What happens when a marine unit lands on a base that is surrounded by enemy controlled sea areas at the end of the turn and was surrounded by enemy sea areas on the previous turn?

A. When the marine unit lands, it captures the island; thus eliminating it as a base for enemy land based air; however, at the end of the turn the

enemy has had it surrounded for two turns, so the enemy immediately captures it back.

Q. In rule 7.73, isn't a ship's gunnery factor reduced to 1 when it takes damage equal to its armor factor?

A. Yes! NOT its armor factor; this was a typo.

Q. When an airstrike attacks, do all the factors attack the same target (like gunnery factors), or does each factor attack a separate target (like in *WAR AT SEA*)?

A. All of the factors attack the same target, like a gunnery attack.

Q. What happens when a "disabled" is rolled against a target during the initial surprise attacks?

A. Nothing. The surprise attacks are "air raids" (even in Indonesia), and during air raids "disabled" results are ignored. Notice that any ships that survive the surprise attack in Indonesia must go through one round of normal combat before they can get away.

Q. Is it legal to choose a "day action" even when you have no air strikes in the sea area, just to avoid enemy gunnery attacks?

A. Yes—you may always choose day or night actions, regardless of what forces you have in the area.

Q. Suppose I have carriers in a sea area, but I cannot make any air raids because there are no enemy ships in the ports in that base. Then, enemy ships return to a port in that sea area. Can I make an air raid attack against them?

A. Not if the fighting in that sea area has already been resolved. The Japanese player chooses the order in which battles are fought; if he chooses to resolve the fighting in an area (even if he has no ships or units there), then the units in that sea area must make any air raids there as soon as the fighting (if any) is over, or those units lose the chance to make air raids for the rest of that turn.

Q. Can Australian and Dutch ships base at Pearl Harbor or Ceylon?

A. Yes, either. Only British and United States ships are restricted.

Q. Can ships and units retreat through enemy-controlled sea areas to get to a friendly port?

A. Yes.

Q. Can the 5th A. F. in Indonesia be attacked by the surprise attack in Indonesia on turn 1?

A. Yes!

Q. Suppose both Japanese and Allies have a marine unit in an area, and there is only one Allied base there—does the Japanese unit land first, thus disabling Allied air units in that area, or do the marines land at the same time, so the Allies keep the base?

A. The Japanese capture the base first, and all Allied air must leave—then the Allies can recapture the base—but the air units are still gone.

Q. Can damaged air or marine units be repaired (ignoring the OPTIONAL RULES)?

A. No!

THIRD REICH

Q. Must the Germans maintain a 25 factor force on the East Front throughout the game?

A. No—only until at war with Russia.

Q. After Russia occupies East Europe, is East Europe considered part of Russia for any of the following purposes: unit construction, partisan construction or movement, first winter invasion?

A. No

Q. If a unit is isolated but still in supply due to occupying a fortress hex can it still move?

A. Yes, because it was in supply at the beginning of the move.

Q. Are replacement units counted in determining factors in contact with the enemy during an Attrition Option? If so, can they advance to occupy a hex gained by Attrition?

A. No

Q. When does the West Wall acquire fortified hex status?

A. Spring, 1944

Q. Since the fall of Moscow does not result in the surrender of Russia, can Moscow be used as a supply source by the German?

A. No

Q. If Gibraltar falls, do British units in Malta count toward the 8 unit Suez Canal supply rule since fortresses are automatically supplied?

A. Yes—Malta loses its supply sustenance ability if both Suez & Gibraltar are lost.

Q. Can units move directly from Batum to the hex SW of it?

A. No

Q. Do BRP losses such as losing a conquest or Moscow count against the maximum BRPs a country can spend in one turn?

A. No

Q. Are ASW and U-Boats exchanged on a 1 for 1 basis in the Murmansk Convoy box?

A. Yes—during every turn in which a convoy's passage is contested.

Q. Must the Allies wait until a Spring turn to remove ASW from the Murmansk Convoy Box?

A. Yes—not both ASW and U-Boats can be taken from the SW Box to the Murmansk Box during any turn but the reverse can occur only during Spring turns.

Q. Is the beach hex SE of Kiel invadable from the Atlantic?

A. No

Q. If Lend Lease has been opened do the Axis have to declare war on Persia before invading it?

A. No

Q. Are units doubled on defense in cities or aren't cities considered in plain terrain?

A. Units are doubled in cities.

Q. If Germany captures Leningrad and Moscow and later conquers Russia does Germany still get 30 BRPs plus half the Russian BRP base?

A. No—a conqueror never receives more than half the BRP base value of a country at the start of a scenario for its conquest.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. W.S. & I. M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
3. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
4. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
5. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
6. CAESAR—ALEXIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
7. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
8. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
9. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
10. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
11. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
12. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
13. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
14. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
15. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
16. VICTORY—PACIFIC	2.70	2.47	3.26	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
17. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
18. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
19. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
20. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
21. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
22. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
23. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
24. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
25. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
26. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
27. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
28. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
29. D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
30. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
31. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
32. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
33. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
34. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

COMING UP NEXT TIME



IN FEBRUARY

Vol. 14, No. 3 proved to be our most popular issue in the past year; polling a 3.17 cumulative rating which was somewhat surprising in that the secondary and tertiary articles beat out the feature in the individual voting on our 1200 point maximum scoring system based on 200 random samples. The individual articles fared as follows:

Third Reich—The Early Years	298
Barbarossa Repulsed	193
AIW: Armies in Conflict	189
Arab Tank Tactics in AIW	148
Stalingrad Series Replay	116
AIW Unit Composition Charts	109
War At Sea & The French Navy	78
1941 Panzerblitz	41
Avalon Hill Philosophy	28

A headline on page 1, section C of the October 21st *TORONTO STAR* drew attention to the rising general acceptance of wargames. The headline: "Canadian civil war game seditious?" prepped a report on the seizing by customs agents at Toronto International Airport of an American game called *THE CANADIAN CIVIL WAR*. The games were confiscated under a section of the customs laws which prohibits goods found to be treasonable or seditious. The games were later released after a protest was filed with customs officials in Ottawa.

"Visit the GAME EMPORIUM, Suite C-115 in the Hilton North Tower." So say the placards on all the restaurant tables in Baltimore's fashionable Hilton Hotel. Window displays and signs such as these direct the traveler to the hotel's very own Avalon Hill outlet... a storeroom of Avalon Hill merchandise. The game outlet is aimed at the gift trade offered by the traveling businessman looking for a gift to take back to the family.

ANZIO redesigner Tom Oleson is once again offering an updated Addendum for the game. This time it's 9 pages long and includes quite a few new optional rules. It can be obtained by sending Tom a 9½" x 4" stamped, self addressed envelope and 26¢ in uncanceled stamps. Overseas people will have to send 5 International Reply Coupons. Write: Tom Oleson, 631 Foster City Blvd., Foster City, CA 94404.

TEXCON is a brand new effort set for the March 10-12 weekend at the Stephen F. Austin Hotel in Austin, TX. Preregistration for the three day event which promises the full gamut of activities costs \$10. Among the AH events planned are tournaments in *PANZER LEADER*, *DIPLOMACY*, *WS&IM*, *KINGMAKER* and *RUSSIAN CAMPAIGN*. Additional information from: TEXCON, P.O. Box 12385, Austin, TX 78711.

WINTERCON VI is scheduled for January 13-15 at the MIT Student Center in Cambridge, MA. Attendance for the entire weekend is \$5.00. Among many other activities planned are tournaments in *VICTORY IN THE PACIFIC*, *THIRD REICH*, *RUSSIAN CAMPAIGN*, and *DIPLOMACY*. Preregistration information from: Paul Bean, 13 Grove, Apt. 7, Boston, MA 02114.

We have been informed of plans for WARGY VI—a gaming convention to be staged at South Platte College in Columbus, NE on January 7th and 8th. For information contact Rick Plankinton, RR 6, Box 52, Columbus, NE 68601.

Infiltrator's Report

GENCON SOUTH is being held in Jacksonville, FL on February 9-11 at the Robert Meyer Hotel. Room rates are a very reasonable \$17 single and \$22 double. Among the planned events are tournaments in *WAR AT SEA* and *ARAB-ISRAELI WARS*. Pre-registration information is available from Carl Smith, 5333 Santa Monica Blvd., N., Jacksonville, FL 32207.



Neil Topolnicki (right), judge of the *RUSSIAN CAMPAIGN* tournament, presents Larry Lippert of Sarasota, FL with first prize for the event held recently at GEN CON X.

Avalon Hill gave out some awards of its own at GEN CON to Larry Lippert of Sarasota, FL for winning the 16 player *RUSSIAN CAMPAIGN* tournament and Bill Tricomi of Madison, WI who topped our disgruntled editor and four others in besting a field of 32 in the *WAR AT SEA* tournament. Both winners are wargamers of 17 years standing in the hobby. Also winning Avalon Hill merchandise was John Wallor of Bellflower, CA for winning the impromptu *RAIL BARON* tournament.

One of the more interesting books to cross our desk recently is *The Comprehensive Guide to Board Wargaming* by European author Nicholas Palmer. A noted game enthusiast and critic, Palmer got his chance to publish this fine hard cover edition by befriending a fellow *DIPLOMACY* enthusiast who just happened to be a book publisher. The book is 9½" x 8", 224 pp, with introduction, preliminaries and chapters covering such diverse topics as strategy, tactics, winning, and an overall review list of games in print which naturally became obsolete the day after the book was published. The book includes 30 full page photographs of various games and is an ideal primer for the novice wargamer, yet makes for entertaining reading for vets too. The American edition sells for \$12.50 and is available from Hippocrene Books, Inc., 171 Madison Ave., New York, NY 10016.

The Phoenix branch of OOPS has announced their 1978 tournament schedule. The events include a Strategy Olympics in January, *BASEBALL STRATEGY* in April, *ORIGINS OF WWII* in May, *FOOTBALL STRATEGY* League in August, and *KINGMAKER* in October. Those in the Phoenix area owe it to themselves to get involved in one of the best run, on-going competitive clubs going. Interested parties should call Dave Slick at 945-6289.

The 1975-76 Avalon Hill PBM Team Championships started so long ago are approaching the end in a dead heat with the OOPS and ITHACA groups in a virtual tie with 14 of 16 games finished. The National Gaming Club of sponsor Nicky Palmer seems destined to take 3rd.

POINT OF CONFLICT at 9¼ North Main St., Fairport, N.Y. is another retail establishment which reports that it has turned over a portion of its space for wargaming and encourages at least one live game being played on the premises during business hours. The store has now become a focal point for the local enthusiasts. Those interested in joining the group should write Frank Schuttee care of the above address.

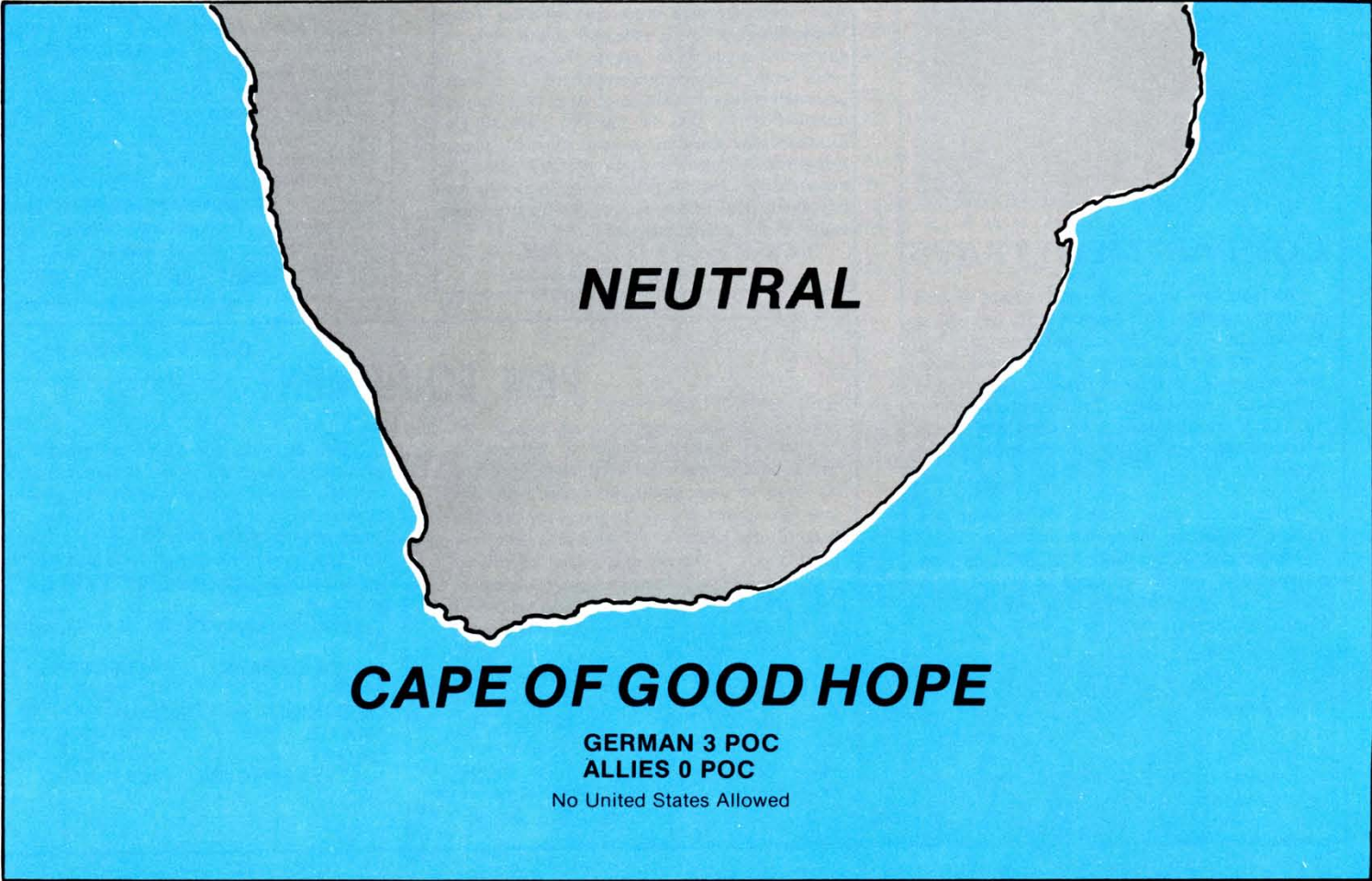
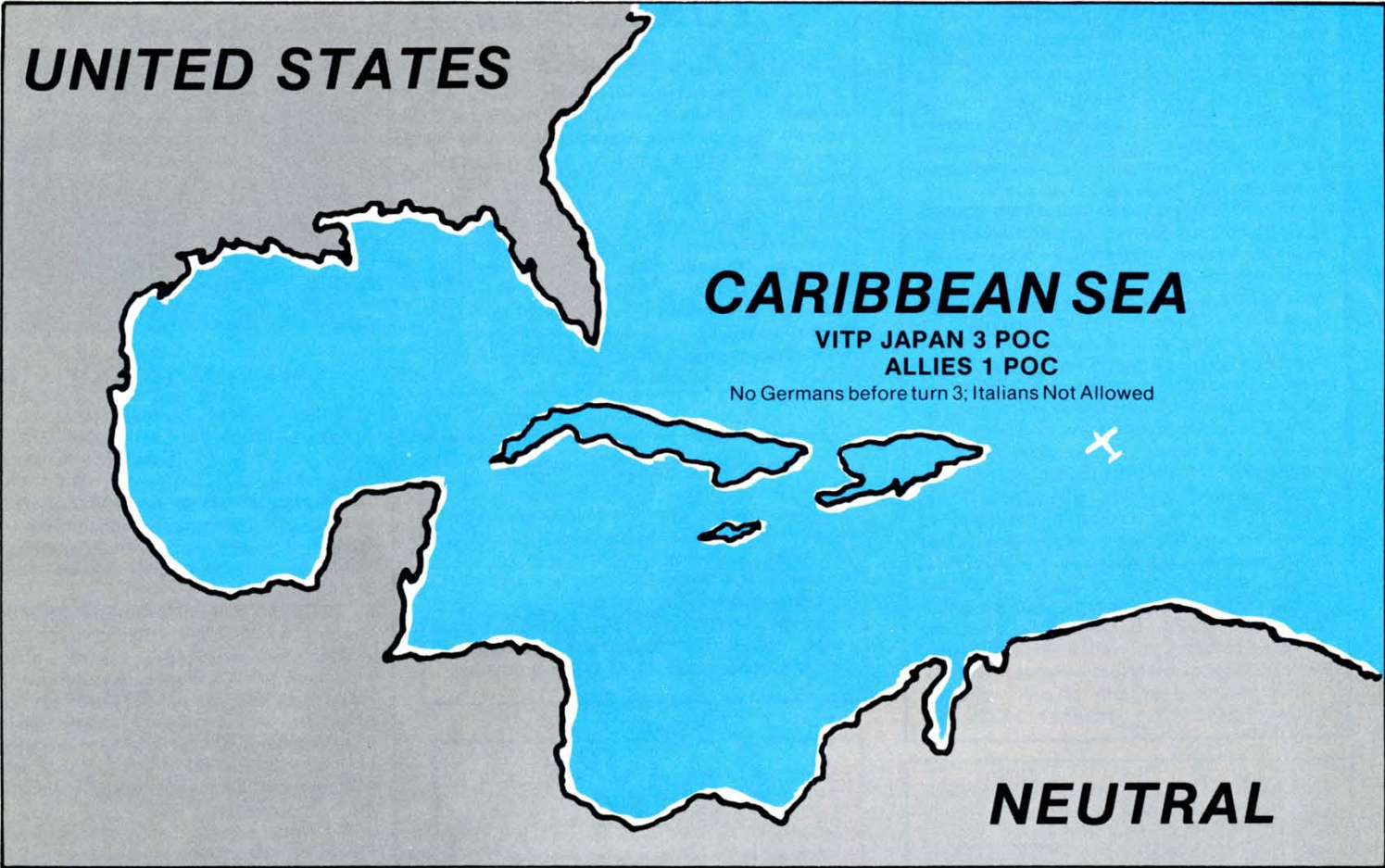
Yet another wargaming group has sprung up using a retail establishment as its meeting place. The Dolphin Wargamers of Groton, CT (so named for the sub base there) meet at Pat Flory's hobby shop "The Citadel" every Saturday. Flory, a Navy man himself, will soon retire to full time skippering of his store. Those in the area can call Pat at 445-6224 or find The CITADEL at 171 Bridge St, Groton, CT 06340.

Reports of yet another retail establishment throwing open its doors to house a local wargaming club have arrived from Manitowoc, WI where the Manitowoc Area Miniatures and Boardgames club meets on the first two Saturdays of each month in the basement of the One Hour Martinizing store on 8th & Quay Streets. Area gamers should contact Kevin Luebke, 5806 S. Union Rd., Manitowoc, WI 54220.

INTEREST GROUP SAN FRANCISCO is now run by Steve Spoulos out of his 118 Eastridge Circle, Pacifica, CA 94044 address. Meetings are held regularly every Friday evening. Among the members is our own Robert Harmon. Interested parties are requested to call (355-1683) prior to attending.

There was a heavy turnout for Contest No. 78, and judging from the number of correct entries that arrived the lack of difficulty in obtaining the solution was a major factor. Two very important statements were left out of the instructions: 1) The Basic Game rules and set-up were to be used, & 2) Plague Event cards had no effect if drawn. If either the Advanced Game rules or the Plague cards are used in the contest there is no guaranteed solution as a noble summoned by raid and revolt in an Advanced Game has a chance of being killed and there is no set-up that can guarantee the contest objectives if a "Plague Cardigan" Event Card is drawn. Our substitute puzzle editor of *CHANCELLORSVILLE* "fire through the woods" fame has again been drawn and quartered and excused from future contest designs.

The winners listed below were drawn randomly from those who gave the correct solution and who also pointed out the problems engendered by the omission of the two statements above. Recipients of certificates for AH merchandise are: M. Hendrickson, Little Rock, AR; M. Wood, Sarnia, ONT; C. Drong, Spring Grove, IL; D. Farrow, New Castle, DE; K. Boody, Three Hills, AB; R. Kauffman, Dallastown, PA; R. Wagner, Milford, OH; W. MacMurdy, Woodbridge, VA; R. Pospisil, Bloomington, IN; and R. Mosher, Oakland, CA.



THE GENERAL

WE WANT YOU . . .

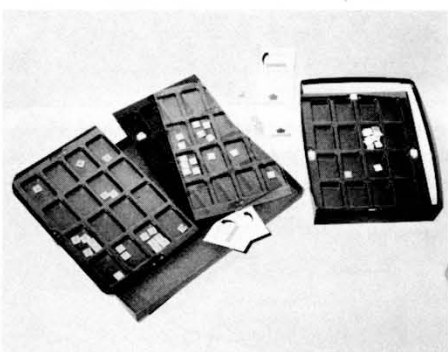
to write for the *GENERAL*. If you can string words together into an interesting article format on any Avalon Hill wargame, there's a good chance you're just the person we're looking for. You can supplement our literary staff with articles of strategy, game analyses, Series Replays, commentaries, new scenarios, or variants.

All articles should be type-written, double-spaced and accompanied by a self-addressed envelope bearing first class postage. Otherwise, rejected articles will not be returned. Articles should be supplemented with illustrations and/or charts whenever possible.

Commencing with the January, 1977 issue the *GENERAL* will pay \$5 per running 10" column of edited text. Letters to the Editor are not subject to remuneration. Alternatively, authors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration.

At the end of each calendar year an EDITOR'S CHOICE article will be selected. The author of this article will receive a \$100 bonus and a lifetime subscription to the *GENERAL*. Articles will be judged on literary style and meaningful content. Quantity, bulk, or length of article will have no bearing on this selection. All types of submissions are eligible; Series Replays, tactical analyses, variants, etc.

This payment system is only valid for articles received after January 1, 1977.



COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen $1\frac{1}{2}'' \times 2\frac{1}{8}''$ compartments $\frac{5}{8}''$ deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for \$3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 5% state sales tax.

FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the *GENERAL* are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are *not* subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your *GENERAL* subscription through him which in most cases will result in considerable savings for you.

REDUCED HEX SHEET PADS

Now available from the Mail Order Department is a pad of 30 hex sheets with normal half inch hexes printed on one side and $\frac{1}{8}''$ hexes printed on the back. The pads are useful for designing your own games, making hex overlays for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for \$1.00 plus postage.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our design offices at 900 St. Paul Street. As a convenience to those who visit our Town House design offices, a wide selection of the latest games are available for sale to the public at full retail (sorry, no discounts given here . . . the half-price table discontinued as of April 30.) Games, only will be for sale. No parts or issues of The General: they must be ordered by mail. Please bring your checkbook or be prepared to make exact change. Saturday visitors are invited to stay to playtest new titles or simply play their favorite games in the IGB gameroom.

Hours: Mon-Fri: 9 A.M. to 5 P.M.

Sat: 10 A.M. to 5 P.M.

PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in *your* game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for \$6.90 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including addendum sheets which list grid-coordinates for those games not already possessing them. Half kits consisting of two pads and all the pertinent instructions sell for \$3.50 postpaid.

Kits are available for the following games:

- | | |
|-----------------|----------------|
| *AFRIKA KORPS | *KRIEGSPIEL |
| *ANZIO | *LUFTWAFFE |
| *BLITZKRIEG | *PANZERBLITZ |
| *BULGE | *STALINGRAD |
| *D-DAY | *RUSS CAMPAIGN |
| *GETTYSBURG '64 | *WATERLOO |



PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the *GENERAL*'s many articles on *PANZERBLITZ*—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to *PANZERBLITZ*", it initiates and may very well end the "Best of the *GENERAL*" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the *GENERAL* except that it is devoted 100% to *PANZERBLITZ*. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the *GENERAL*, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblast"; "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to *PANZERBLITZ* sells for \$3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company 4517 Harford Rd., Baltimore, MD 21214 Maryland residents add 4% state sales tax.

GENERAL BACK ISSUES

Only a limited number of *GENERAL* back issues are available for \$1.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an alternate for any selection you make. The index below lists the contents of each issue by subject matter; feature articles are designated with an (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue.

- Vol. 12, No. 1 — *1776, *Anzio*, miscellaneous, Panzerblitz, Chancellorsville, Panzer Leader, Stalingrad, Tactics II . . . 2.57
- Vol. 12, No. 2 — *3 Tobruk, *Panzerblitz*, Bulge, Blitzkrieg, Panzer Leader, Stalingrad . . . 3.10
- Vol. 12, No. 3 — *Jutland, *Waterloo*, miscellaneous, Third Reich, Chancellorsville . . . 3.96
- Vol. 12, No. 5 — *Panzerblitz, *Anzio*, miscellaneous, Afrika Korps, Blitzkrieg, Third Reich . . . 3.22
- Vol. 12, No. 6 — *Chancellorsville, *WS&IM*, miscellaneous, Panzer Leader, Stalingrad . . . 3.42
- Vol. 13, No. 1 — *Luftwaffe, *Panzer Leader*, 2 1776, *Waterloo*, Kingmaker, Alexander . . . 3.58
- Vol. 13, No. 2 — *WS&IM, *Diplomacy*, Third Reich . . . 3.32
- Vol. 13, No. 3 — *Caesar's Legions, *Midway*, miscellaneous, Panzerblitz, France '40, Kingmaker, 1776, Stalingrad, Russian Campaign, War at Sea . . . 2.53
- Vol. 13, No. 5 — *Origins of WWII, *Afrika Korps*, Chancellorsville, Caesar's Legions, WS&IM, Richthofen's War, 1776, Panzer Leader, miscellaneous . . . 3.31
- Vol. 13, No. 6 — *Starship Troopers, *Panzerblitz*, Starship Troopers 4, Russian Campaign, War at Sea, Tobruk, Panzer Leader, Diplomacy, Midway, miscellaneous . . . 3.62
- Vol. 14, No. 1 — *Caesar—Alesia -5, The Russian Campaign, Luftwaffe, Third Reich, Arab-Israeli Wars, Afrika Korps, Panzer Leader . . . 3.56
- Vol. 14, No. 2 — *Kingmaker -7, *Alexander*, Squad Leader . . . 3.27
- Vol. 14, No. 3 — *Arab Israeli Wars -3, *Stalingrad*, Russian Campaign, Third Reich, War At Sea . . . 3.17

A.R.E.A. RATING SERVICE

As outlined in The General, Vol 11, No. 5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW, along with the \$4.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

☐ I don't object to having my name and address printed in The General with the rating lists. I rate my self:

- ☐ A—an excellent player
☐ B—a good player
☐ C—an average player
☐ D—a novice in my first year of gaming
☐ E—a beginner

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my \$4.00

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SOLUTION TO CONTEST NO. 79



DIPLOMACY WORLD is a quarterly magazine on Diplomacy which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, IN 46052 and subsidized by The Avalon Hill Game Company. The purpose of each 40-page offset issue is to present a broad overview of the postal Diplomacy hobby by printing articles on good play, zine news, listing rating systems, game openings, and printing a complete variant game and map with each issue. Subs are \$4.00 with single copies available for \$1.25 Foreign subscriptions \$5.

Orders for DIPLOMACY WORLD must be made payable to DIPLOMACY WORLD and sent to the editor's Indiana address.

DEALER INQUIRIES INVITED

ATTACKING UNIT	POSITION	TYPE OF ATTACK	TARGET(S):	ODDS	RESULT
1. 21A	V2	Air	1211, 5211, 5311, 6211}	3-1	D
2. 21A	V2	Air	1211, 5211, 5311, 6211}		
3. 40H	V3	Air	2112, 1511	13-1(+2)	D
4. 4121	W4	Direct Fire	1212, 1111	3-1	D
5. 5121	T2	Direct Fire	2311, 3412	3-1	D
6. 0521	W4	Direct Fire	3211, 3411, 2111}	4-1	D
7. 0522	W4	Direct Fire	3211, 3411, 2111}		
8. 6322	U4	Direct Fire	7211	4-1(+1)	D
9. 2321	V4	Direct Fire	2112*	10-1(+2-1)	DD
10. 2322	V4	Direct Fire	2112*		
11. 6511	W3	Overrun	2211, 5110, 1511	3-1(+2-2 or 3)	D
12. 6321	T2	Overrun	1212*, 1111*, 2311*, 3412*	2-1(-3)	DD
13. 6323	T3	Overrun	1212*, 1111*, 2311*, 3412*		
14. 5122	U2	Overrun	3411*, 3211*, 2111*, 7211*	3-1(+1-3)	DD
15. 6512	V4	Overrun	3411*, 3211*, 2111*, 7211*		
16. 1821	U2	CAT	1211*, 5211*, 5311*, 6211*	1-1(-4)	DD
17. 1321	U2	CAT	1211*, 5211*, 5311*, 6211*		
18. 1111	U3	CAT	1511*, 5110*, 2211*	6-1(+2-3)	X
19. 1322	U3	CAT	1511*, 5110*, 2211*		
20. 2523 not needed					

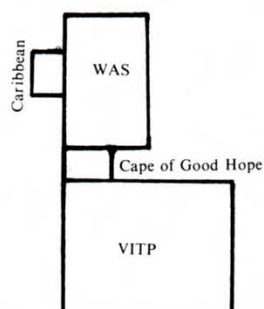
*Unit is already dispersed, and is eliminated

Note: The Sherman 51 unit's number should read "6211"—there is no "8211."

The Cobra (1511) and SS11-on-M113A1 (5110) cannot opportunity fire at Arab 6511 because it is closer than two hexes away!

VICTORY AT SEA

MAPBOARDS CONFIGURATION



1 Atlantis 0 0 4	1 Orion 0 0 4	8 Lorraine 3 2 3	9 Richelieu 4 7 7	1 Arkansas 3 3 3	9 Indefatigable 0 3 7	1 Furious 0 1 6	1 Argus 0 0 3
	1 Penguin 0 0 4	3 London 1 1 7	1 Berwick 1 1 7	1 York 1 1 7	1 Ranger 0 1 6	9 Implacable 0 3 7	3 Italian Frogmen 3 * *

READER BUYER'S GUIDE

TITLE: SQUAD LEADER

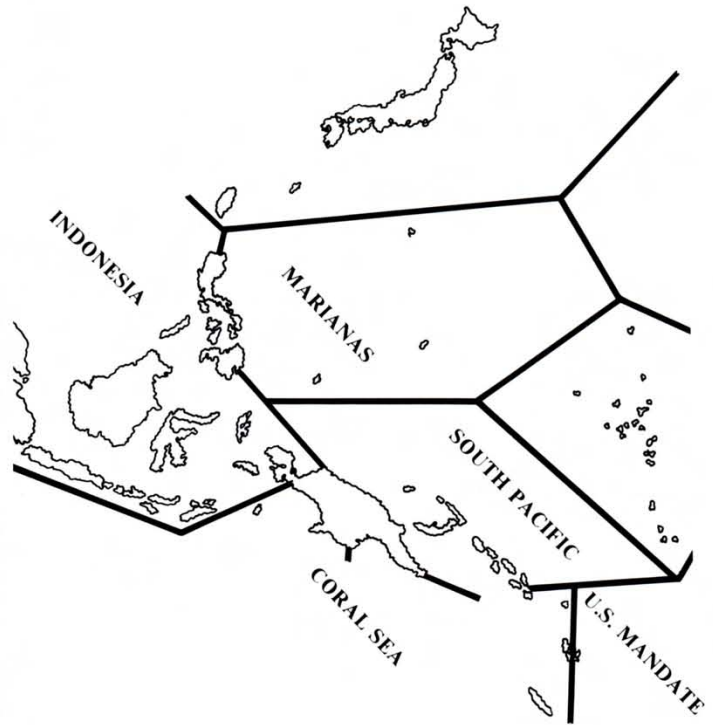
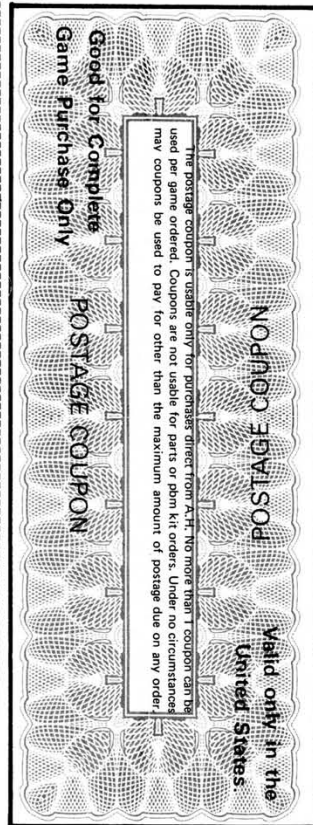
Tactical Game of WWII Infantry Combat

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5 average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: _____



Opponent Wanted 25¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 25¢ token fee. No refunds.
2. For Sale, Trade, or Wanted to Buy ads will be accepted only when dealing with collector's items (games no longer available from AH) and are accompanied by a \$1.00 token fee.
3. Insert copy on lines provided (25 word maximum) and print name, address and phone number on the appropriate lines.
4. PRINT—if illegible your ad will not be printed.
5. So that as many ads can be printed as possible within our limited space we request that you use official state abbreviations as well as the game abbreviations listed below:

Arab Israeli Wars = AIW; Afrika Korps = AK; Alexander = Alex; Anzio = Anz; Assault on Crete = AOC; Battle of the Bulge = BB; Blitzkrieg = Blitz; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chan; D-Day = DD; Diplomacy = Dip; France 1940 = Fr 40; Face to Face = FTF; Gettysburg = Get '64 or '77; Jutland = Jut; Kingmaker = KM; Kriegspiel = Krieg; Luftwaffe = LW; Midway = Mid; Napoleon = Nap; Origins of WWII = Orig; Panzerblitz = PB; Panzer Leader = PL; Play by Mail = PBM; Richthofen's War = RW; 1776; Squad Leader = SL; Stalingrad = 'Grad; Starship Troopers = SST; Tactics II = Tac; The Russian Campaign = TRC; Third Reich = 3R; Tobruk = Tob; U-Boat = UB; Victory in the Pacific = VITP; War at Sea = WAS; Waterloo = Wat; Wooden Ships & Iron Men = WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

An exercise in land-air cooperation. All the ships are busy in another puzzle. It is the last turn of an 8 turn game of *VICTORY IN THE PACIFIC* (no optional rules are in effect), and the Allies have deployed one amphibious unit and two land-based air units in each of the following: MARIANAS ISLANDS, INDONESIA, SOUTH PACIFIC, CORAL SEA, U.S. MANDATE. In these 5 sea areas, the Japanese control only New Hebrides, Guadalcanal, Lae and the Philippines. All other ports and bases in these areas are Allied controlled; SOUTH PACIFIC is controlled by the Japanese, the rest are Allied controlled.

The Japanese have 6 air units and 3 land units available. How should the Japanese be deployed in the five listed sea areas to best fulfill the five criteria listed below? CRITERIA: 1.) To have the best chance to control 1 area; 2.) to have the best chance to break Allied control in 2 areas; 3.) To control 2 areas; 4.) to control 3 areas; 5.) to have the best average POC gain.

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next *GENERAL* and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

CRITERIA 1. 2. 3. 4. 5.

CORAL SEA

SOUTH PACIFIC

U.S. MANDATE

MARIANAS

INDONESIA

ISSUE AS A WHOLE: (Rate from 1 to 10; with 1 equating excellent, 10= terrible)

Best 3 Articles:

1. _____ NAME _____
 2. _____ ADDRESS _____
 3. _____ CITY _____ STATE _____ ZIP _____